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THE WINNER'S GUIDE TO NINTENDO

Plus tips for Super NES and Game Boy

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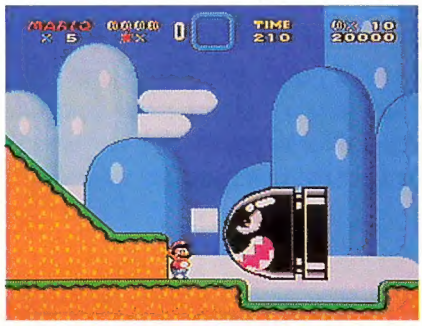
SUPER MARIO WORLD

Mario and Luigi are back. Princess Toadstool has been kidnapped again, and Bowser is behaving worse than ever. In this game the world's best princess rescuers have a new assistant dinosaur, and they've added more strange abilities to their hero act, including a flying cape and a floating balloon. Yoshi is the plumbers' new helper, and he has three special abilities. Each Yoshi starts out small and grows larger and more powerful after he has eaten five enemies. Red Yoshi can throw fireballs; Blue Yoshi can fly for a few seconds, and Yellow Yoshi can throw sand clouds when he jumps.

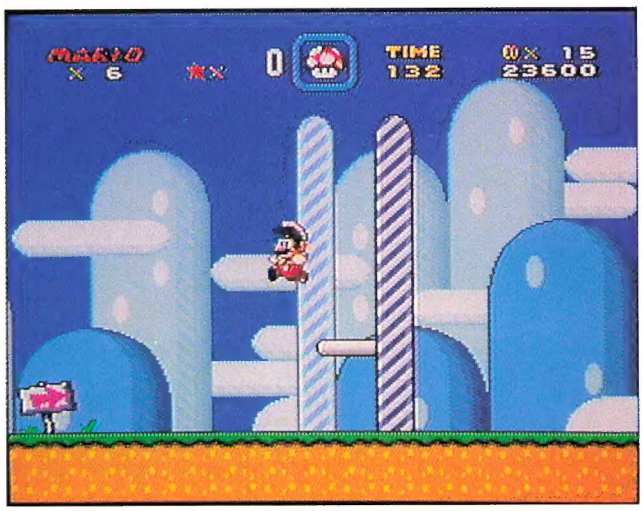
There are four important destinations to visit in the game: fortresses, castles, ghost houses, and a sunken ship. There are four fortresses, each ruled by a Reznor under Koopa's evil spell. Each of the seven worlds includes a castle controlled by one of the Koopa Kids: Iggy Koopa, Morton Koopa Jr., Lemmy Koopa, Ludwig von Koopa, Roy Koopa, Wendy O. Koopa, or Larry Koopa. King Bowser waits in his own castle in the Valley of Bowser. In various worlds there are ghost houses. They are easy to get into and difficult to get out of, until you find the exit. At the end of the adventure, you stumble into the sunken wreckage of Koopa's flying ship from *Super Mario Bros. 3.*

Drop by Yoshi's house to read his mail before starting your adventure. In the first challenge, you learn every skill you need to win this game, but you won't be able to save your position until you reach the Yellow Switch Palace or Iggy's Castle.



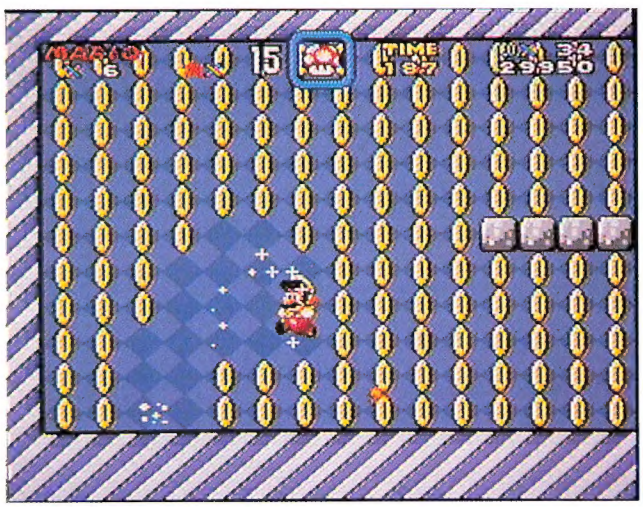
In Yoshi's Island 1 listen for the launch of one of the Banzai Bills. Here it is too late to duck under the bullet and get in the pit. Try to jump up and land on top of the Banzai Bill, knocking it out of flight.

HOT TIP: When Mario is riding on Yoshi, he is much less vulnerable to injury than when he is on his own. On Yoshi he can survive direct hits from many enemies, including Banzai Bills.



At the Halfway Gate, break the tape. If you lose a life, you can continue from close to the gate if you have cut the tape.

HOT TIP: Break the tape as high up the post as possible to earn Bonus Stars. If you collect 100 Bonus Stars, you can play a bonus game. If you are holding a special item when you cut the tape, you are rewarded. If you are carrying a key or Baby Yoshi, you are given a 1-Up. If you have other items in reserve, you receive a Super Mushroom, Fire Flower, or Cape Feather.

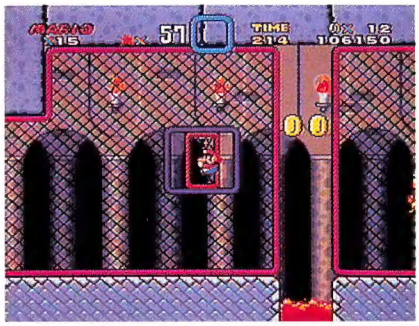


The small P-Switch in the Yellow Switch Palace makes this bonus coin room appear. Grab every coin you can while there is time. There is no clock that you can see, but the tempo of the music speeds up as you near the end of your time.

On Yoshi's Island 3, Mario and his good friend Yoshi are parked on a Circular Lift in the clouds. The lift swings clockwise (to the right) twice and then goes in the other direction. You need perfect timing when you jump on and off.

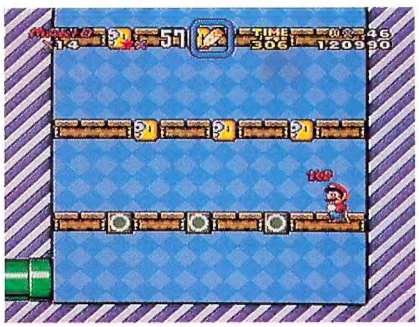
Watch for the floating mines in Yoshi's Island 4. Jump down the purple pipe at the left side of this scene for a safe, easy passage to a place later in this stage. If you choose to stay above ground, there is an Invincibility Star above you and two screens to the right.

HOT TIP: If you already have a Yoshi and you break a block that contains another Yoshi Egg, it turns into an additional 1-Up.

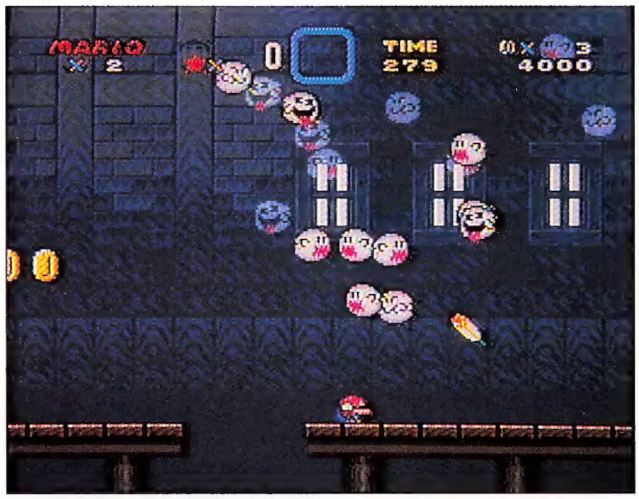


Iggy's Castle is on an island in a pool of lava. This is a two-in-one world, with action occurring on both sides of the fence. If you run into a Koopa on the same side as Mario, knock him off with a stomp from above. If the Koopa is on the other side, punch through the fence with the X or Y button.

HOT TIP: Press the Up button while jumping to cling to the fence. To go through the door between the foreground and background, you should also press the Up button.

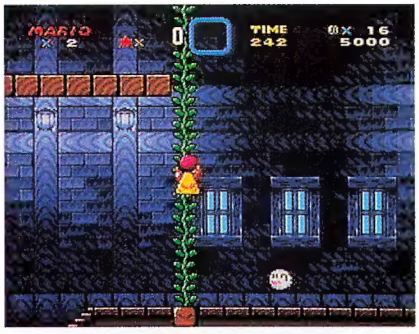


Hidden 1-Up rooms offer Mario the chance to add as many as five extra lives. Begin on the left block of each row and Spin Jump to hit the bottom-left corner of each block with Mario's cape.



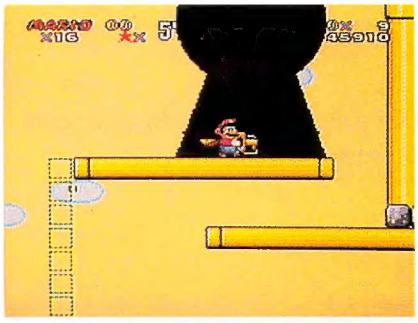
In Area 2 the Donut Ghost House is haunted by pesky Boo Buddies. Get the Cape Feather that is fluttering down here.

HOT TIP: Use the X or Y button to pick up a shell. To throw the shell up in the air, look up and let go of the button.



The Donut Plains include several vines. Tap the P-Switch in the second area of the Donut Secret House to trigger a vine above the center door. Climb the vine, enter a door to the right, and get ready for a face-off with Big Boo, who is out to haunt you.

Put on the cape, and fly up and to the left to find a platform that leads to the Top Secret Area.



It's a little key for such a huge keyhole, but it does the trick here in Donut Plains 1. If you have turned on the Green Switch, the dotted-line blocks at the left become solid and easy to climb. If you haven't thrown the switch, use your cape to fly up to the left and then across to the right.

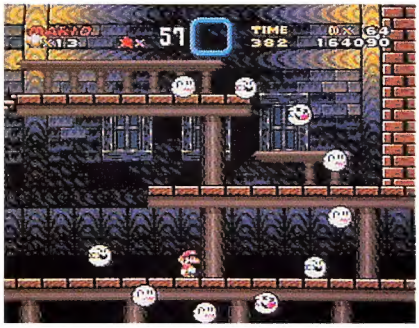
HOT TIP: If you pick up five large Dragon Coins in an area, you earn a 1-Up.

Swim slowly and carefully in Donut Secret World 1. When you find the Switch Block in this stage, take the P-Switch with you to the row of blocks that has the Key Block. Turn on the switch, and the blocks become coins. Scarf up the coins, grab the key, and swim to the keyhole.

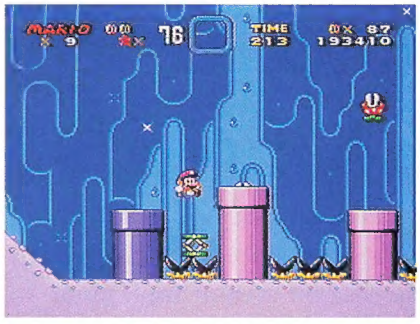
HOT TIP: Only Yoshi can grab some of the keys.

The rarest Mario in this game is Balloon Mario. To get him grab the Power Balloon that floats near the end of Donut Secret World 1 and float through a world of coins. There's a hidden 1-Up at the top right that is worth floating to.

HOT TIP: To get nine lives, transfer extra lives from Mario to Luigi at any map screen of the game. Press the L or R pad to display a special screen where you are able to transfer lives from one player to the other using the B or Y button. Throw away the single life for one of the characters by walking into an enemy, then make the switch.

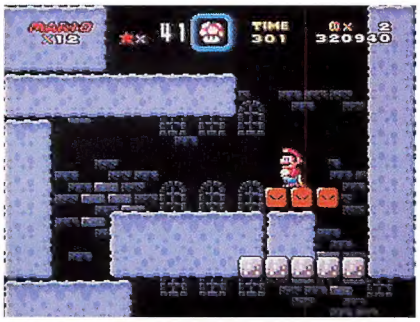


Stop and study the pattern of the circling Boo Buddies before you try to get past them in a ghost house. Enter through the gap in the circle, and stay in a safe place until the gap has moved around to the other side. Now you can scoot on through.



Bounce over the treacherous pipe plants in the ice world of Donut Secret World 2, using a springboard. These boards can be moved from place to place; here Mario has created a safe place to land.

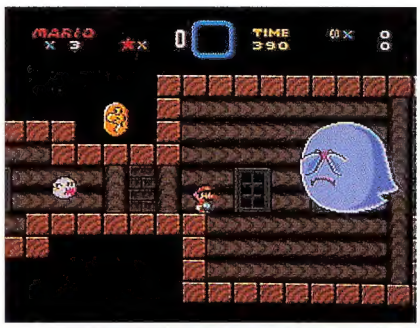
A moving Ball 'N' Chain swings by overhead as Mario runs through the creepy corridors of Morton's Castle. There are three deadly moving balls up the incline to the right. Don't move too quickly or you may run right into one.



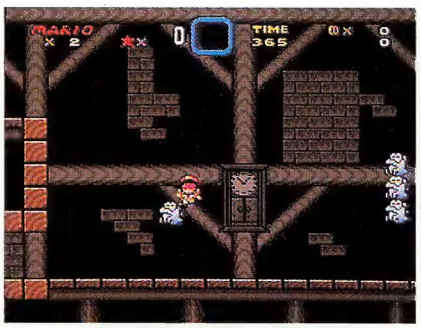
Morton's Castle suddenly turns vertical, and Mario has to climb from level to level and ledge to ledge as the walls and ceilings close in on him. Bounce off the right side of the passage as you go up; there's an invisible 1-Up hidden there.

HOT TIP: Learning to use Mario's cape takes practice. You need at least six blocks for your takeoff run. Release the Y button when you have reached the proper height on the screen, then use the arrows and B button to fly slowly.

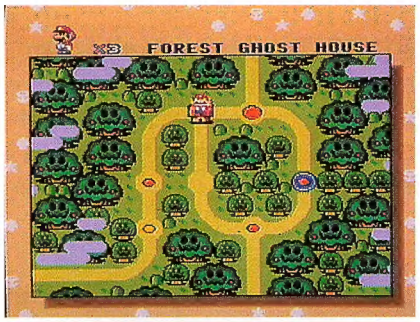
There is not much room here, so wait for the walls to move to give you enough space to continue your climb. If you choose to go up the channel to the left, stomp the dry bones and climb the vine that appears.



A Big Boo haunts one of the narrow rooms in the Forest Ghost House. Don't stand and fight; go below the Boo or find a way to get above him. This is a good place for Mario to bring a cape. One of the two exits here includes a 3-Up Moon.



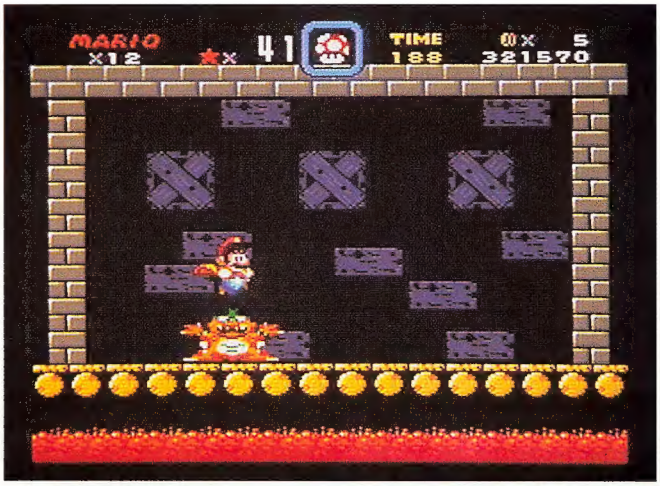
Deep inside the Forest Ghost House, the ceiling opens into a multilevel spook scene. If you're carrying a cape, try to fly up and over the brick wall.



Your path through the entire game is charted on maps. This is Area 5, the Forest of Illusion. The red dot areas on the map have two exits. Look at the small picture of Mario at the top left of the screen for his current status: Mario, Fire Mario, Super Mario, or Caped Mario. Once you have gotten past Area 1, you can examine the entire map by pressing the Start button and using the arrows to scroll the screen.

HOT TIP: If you can find the way to enter the back door to Bowser's Castle, you can warp directly to the final confrontation with the king himself.

HOT TIP: Write down places where you find easy 1-Ups, and then take advantage of the fact that you can return to stages of the game that you have cleared. Reenter the stage, grab the 1-Up, then press the Select button to get out of the area.



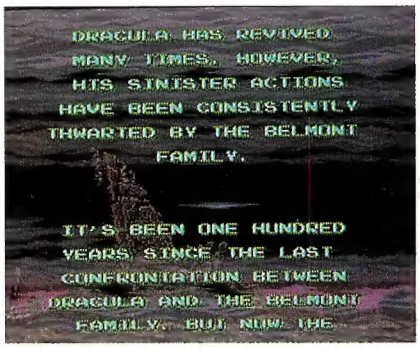
Roy Koopa lives in his castle in the Forest of Illusion. He climbs the walls, then scoots across the ceiling and drops on you from above while the sides of the room close in. Run past him as fast as you can when he drops, and then jump up and smash him from above three times.

CASTLE-VANIA IV

The howl of the werewolf is heard once more; this time in stereo. Double-scrolling, richly colored backgrounds and bloodcurdling sound effects make *Castlevania IV* an adventure like nothing you've ever seen or heard. The game is the latest in a series of three NES and two Game Boy challenges that tells tales of the epic battle between Count Dracula and the bold Belmont family of Transylvania.

Our hero, Simon Belmont, starts out equipped with just a snappy Mystic Whip, but he picks up other powers as he moves through this complex adventure game. The enemy forces are equally well prepared to attack Simon. There is an almost unending barrage of deadly and dead creatures, including Medusa Heads, Hounds of Hades, Pillars of Bones, Gargoyles, and Pond Scum.

The superior graphics of Super NES make this game much more realistic than other Castlevania adventures. Enemies have always come at the hero Belmont from all directions, but in *Castlevania IV* Simon can attack the bad guys from any direction. His whip snaps up, down, and around the screen knocking out more enemies, more effectively, than the straight whip of earlier adventures. It also makes a handy swing when Simon needs to make like Tarzan to stay ahead of danger.

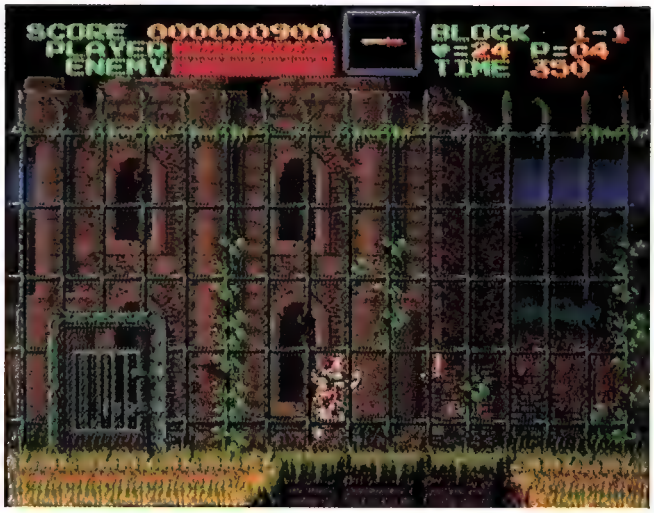


Every 100 years the forces of Good grow weak and the forces of Evil become strong. At this time Dracula returns to Transylvania. *Castlevania IV* sets the scene with words, pictures, and sound. It's creepy.

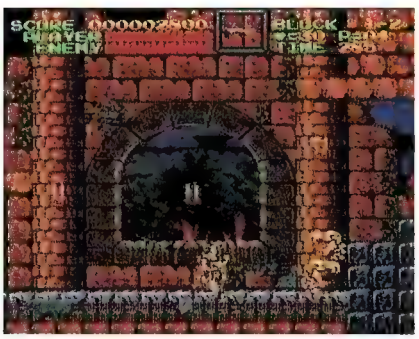
HOT TIP: The Morning Star has two stages of boost: The first time you pick up the weapon, you get a short chain; the second time, the chain is longer.

The whip that you carry with you into the fortress is both a defensive weapon and a tool to open the game's hidden goodies. Whip candles to pick up energy and release such special items as the Cross, which destroys all enemies on screen; the Invincibility Potion; and the all-important Morning Star, which boosts the power of the Mystic Whip.

If you don't climb the rising drawbridge before its closes, you're stuck on the wrong side of the moat. Inside the castle, look for something to eat: A Small Pork Chop restores some lost power, while a Large Pork Chop restores even more power.



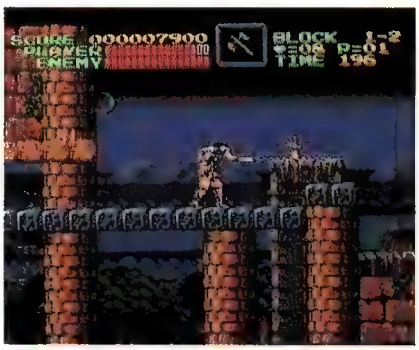
Be sure to go through the gates between the foreground and background. Press the Up button to open a gate. You are safe from the assaults of creatures on the other side of this fence. Use that security to get past difficult challenges.



One creep you meet in the creepy castle is a lonely Pillar of Bones. It can shoot at you in two directions. This is not a situation where you want to fight hand to hand. Stay at whip's length and land as many hits as you can from long distance.

HOT TIP: If you make a mistake entering a password, select the empty square at the top of the screen and install it in the grid square with the error.

HOT TIP: Be sure to explore both sides of the fence.



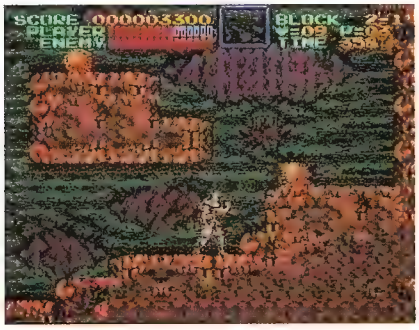
Simon's basic weapon is the Mystic Whip, and cracking it properly is the key to success in this game. Learn to use the arrow keys to aim the whip. To Whip straight up, press Y with the Up arrow. To Whip straight down, press B to Jump and then press Y together with the Down arrow.

When it's time to enter a password, go to church. Try the password pictured here, including the code name TURBO-MAN, and see where it takes you. The password for Stage 2-1 is skip over the name entry and install the Sacred Water icon in two places: the second and fourth boxes in the first vertical column. Everything else is blank. The password allows you to return to the game at the stage where you left, but you lose all the bonuses and power-ups you have collected.

Here Simon has picked up a boomerang, which is a useful weapon against enemies you want to stay far away from. Your current weapon is indicated in the box at top center.

Other devices include a throwing ax, which is slow but deadly; a firebomb, which clears its way through almost anything it touches; and a short-range dagger.

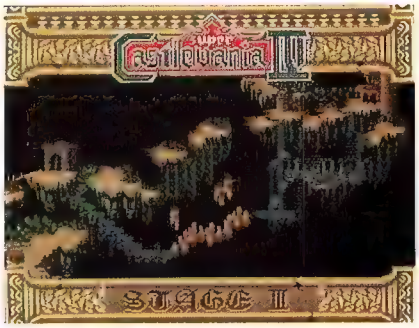
How do you kill someone or something that is already dead? Bone Chukkers are one of Simon's problems in the second stage. Later you encounter Medusa, a slithery creep if ever there was one. Jump and Whip in circles to be rid of the little snakes she spits out, and then toss a couple of boomerangs.



Jump over the rolling spike balls or whip at them from a distance. Don't always assume that walls are as solid as they may appear. In this area and elsewhere, you can open up hidden bonus areas by smashing boulders with your whip. You may find Hearts, Meat, or other items.

HOT TIP: Simon can use his whip to knock down some of the fireballs and other weapons thrown at him by enemies.

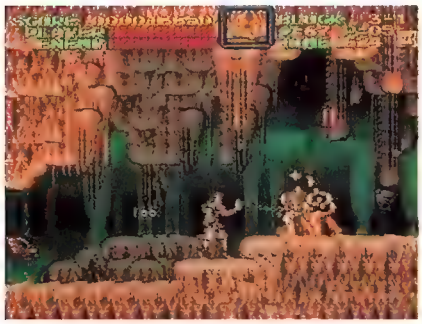
In the forest Simon can travel from one area to another by hitching a ride on a traveling pad. Time your jump to avoid a plunge to the ground.



In Stage III, Creepy Caverns, Simon is challenged by a bat and boulders. Don't look for patterns; the enemies here arrive on the scene at random. The boulders conceal a hidden room; whip them out of your way to grab Hearts and Meat.

No place is truly safe in this game. Your perch here, above the spikes, gives you a place to stand while you whip at the dragon on the right. Don't lose your balance, and watch for low-flying bats and other creatures that try to knock you off.

Below this screen is a water world. If you land in it, look out for freaky frogs, spearlike spikes, and other underwater obstacles that can end your life with a splash.



Many deadly demons in this game come in pairs. A well-placed snap of your whip can sometimes destroy both at once. Double your pleasure when you fight the double-headed dragon of Stage 3; one head throws fireballs and the other spits flames.

HOT TIP: Simon's basic weapon can wave and circle as well as move in a straight line. Press and hold the Y button, and his whip flies out and then lies limp. Then you can use the arrow keys to toss it around. The whip won't do as much damage as it would if it were taut, but it works well when Simon is surrounded by little enemies. Use the slack whip against the purple Holding Hands that come up from the floor of Stage 2-1, for example.

HOT TIP: In Stage 4, inside the Castle, some of the floors tilt and whirl. Attach your whip to an anchor to stabilize yourself.

To swing from an overhead anchor, press the Jump and Whip buttons at the same time; use the Left or Right arrow to swing. Release the buttons when you are over the place where you want to land.

Jump and Whip at the same time to destroy vicious enemies who won't come down to your level to fight. To make this move easier, take advantage of your ability to change the assignment of commands. Put Jump on the B button and Whip on the A button, leaving Special Item on the R pad.

GRADIUS III

Bacterion is back. You fought this slime in *Gradius* and *Life Force*; now you must face it again in this awesome Super NES game. *Gradius III* includes some of the best bad guys, weapons, and moves from earlier games, along with an eye-boggling series of new challenges.

All the hopes of the Gradian people rest on your trigger finger, as you pilot your one-of-a-kind fighter in this ten-stage outer-space showdown. The action at the beginning of the game is easy and predictable, but it quickly becomes more intense. You need to move up, down, left, and right on the screen, and sometimes you have to confront the same enemy from several different directions before it is removed from the battle.

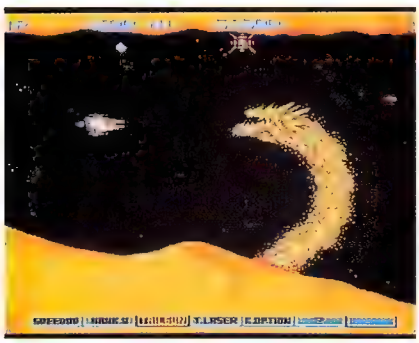
You are the captain of the one and only Modulated Artillery Exalter. *Gradius III* begins with the launch of your MAX from the mothership as you set out to battle the fearsome mayors of ten treacherous terror zones. After you conquer a boss, you move to a secret bonus area, where you can repair and enhance your weapons for the next battle.

In addition to difficulty level and the assignment of controls to various buttons, you can also turn Turbo Shot On or Off. There is an important automatic Power-up option; when it is turned on, your hyperpower weapons are automatically activated anytime you capture a Red Power Pod. If Power-up is off, you manually control hyperpower weapons with your Power-up button. The standard setting is Off.

If you have trouble making up your mind, you may want to choose from one of four preset packages of weapons and defenses. To select one of the preset groups, use the arrow keys to highlight the selection you want and press the A button to lock it in. If you change your mind, press the B button to cancel. You must also select one of two kinds of shields.

You may use the arrow keys to select from the four available options in each of six categories: Missile, Double, Laser, Option, ? (Bonus), and ! (Super Bonus). When you have made your choices, press the Start button.

HOT TIP: Use the Option screen to assign Shot and Missile to different buttons. The standard assignment puts both Shot and Missile on the B button and Power-up on the A button. If you want to continue with a manual Power-up, you might want to assign Shot to the A button, Missile to B, and Power-up to X. Another key assignment uses the R pad for Missile and the L pad for Shot, or the other way around.



The first stage is the Desert, where sand worms, enemy ships, and hidden enemy bases attack you constantly. Until you get used to the challenges of this game, choose the Easy level of play. With practice you soon advance to Normal and then on to Hard.

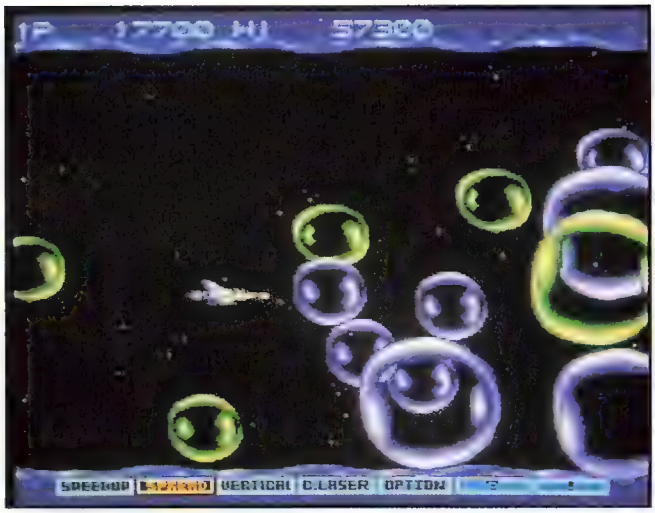
Try to destroy this sand worm when it first appears. Stay as far to the left of the moving screen as you can and fire at its head. If you time it correctly, you can make a mad dash above and past the worm.

HOT TIP: Watch for creatures that may steal your Option weapons. You can regain a stolen unit by boosting your Weapon Status Gauge to Option again and engaging the item.

The first mission ends in a desolate place called the Dunes of Doom. This wasteland is home to a gigantic ant, known as Goliath.

Goliath can be a real pain, with his sharp pincer claws and dangerous projectiles. Stay out of range of the anything he throws your way. Shoot the ant in his single blue eye when he opens his pincers.

HOT TIP: Several weapons can be used at once, but Laser and Double weapons cannot be active at the same time. Laser, Double, ?, and ! items can only be activated once before they are lost. The Option weapons can be activated as many as four times.



Shooting the bubbles in Bubble World is easy; that's the good news. The bad news is that each time you strike a bubble, it splits into four smaller attack bubbles.

Keep up a stream of blasts against Bubble Eye, digging a deeper and deeper hole until you can destroy him completely. If you let up your fire, Bubble Eye releases a horde of destructive attackers from his core.

Some bubbles have enemies inside them. When you burst their bubbles, these aliens come out to fight. Even more dangerous is the Bubble Eye, the living glop of slime that is the boss of the level. The only way to make him stop sending more bubbles your way is to blast him out of existence.

HOT TIP: In a two-player game, each contestant can set up his or her own options. Player 2 selects an arsenal after Player 1 has completed the first round.

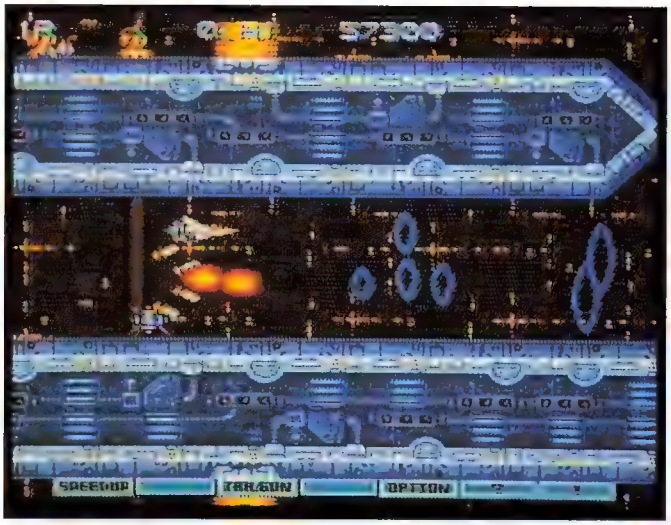
HOT TIP: The twin Serpentine Scorpions of Stage 5 are too big for you to fly above or below them. You must fly into the loop made by their two halves and look for a way to fly out the other side.

Volcano World is a violent place. Geysers of molten rock shoot up from cones or down from holes in the sky. This gigantic moving platform is crowded with enemies. Later in this stage, you have to plow straight through walls of mud, where you must watch for hidden boulders and enemies.

In Volcano World defend your MAX fighter to the max with a forward shield. Defensive weapons in this game include shields, a force field that wraps your fighter in a protective cocoon, a rolling shield that revolves around your MAX, and a Reduce option that makes your ship a smaller target for the enemy to shoot at.

Don't stop to smell the flowers when you travel at top speed through Bacterion's garden. The plants here try to reach out and touch you at every opportunity. Shoot or avoid them.

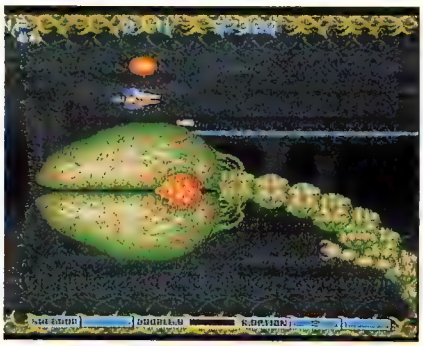
HOT TIP: If you are in the top part of the screen, Hawk Wind missiles zoom upward. If you are at the bottom part of the screen, the missiles head downward.



In the Greased Lightning Round, you are launched into the electronic computer circuitry of the evil one's data bank. It is protected by nasty creatures and warships. Here your ship is equipped with twin lasers and bombs; armed in this way, your passage is almost easy.

HOT TIP: Moai, the fourth stage of the game, marks the return of the mysterious Easter Island statues from the original Gradius game. Don't turn your back on them; they spin and fire.

Be prepared for a change in perspective, as the pathway within the computer suddenly turns upward. If you can make it up the hill, you earn the dubious pleasure of meeting the mayors on parade; it's no beauty pageant that's for sure.



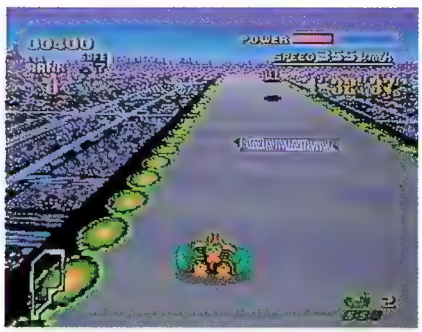
Bulbous, the belligerent bulb, is hungry, and you're on the menu. The best tactic is to stay as far away from this beast as you can. If you must fight, shoot for the glowing core inside his mouth when it is open.

F-ZERO

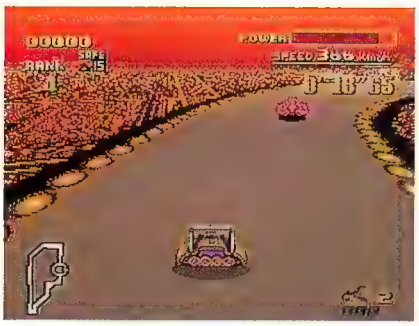
This is a car racing game like none you have ever seen. The cars are wild, the drivers are wilder, and the tracks are unbelievable—there is no road under these vehicles. Many of the race tracks are suspended in the sky above cities, and some are even higher up among the asteroids. The race cars don't need tires; they travel one foot above the track, using antigravity magnetic flotation. *F-Zero* makes excellent use of the advanced graphics and stereo sound of Super NES, and the extra buttons on the controller get a real workout in this game.

Heading into the straightaway of Mute City I, you're in pretty good shape if you avoid the magnets on the right. The Power Meter at the top right of the screen shows your vehicle's overall condition. When you touch another car or a guardrail, you lose power. When the power drops below the safe level, your car's top speed starts to decline.

On your mark, get set, race! Good guy Captain Falcon is a hot driver who pilots Blue Falcon. One of the worst outlaws of the universe, Samurai Goroh, is strapped into Fire Stingray. There are three levels of competition: Knight, Queen, and King leagues.



In each lap after the first, you earn a Super Jet credit, indicated with an *S* at the bottom-right corner of the screen. Each *S* gives you four seconds of turbopower. Turn on the power switch with the A button, and hit the gas with the B button. On this screen you are approaching a Jump Plate.



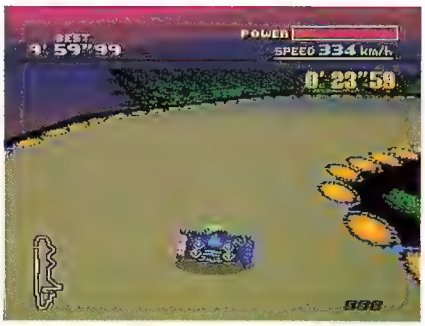
As you speed over the Mute City II race course, don't try to use the Jump Plates to cut across the course. You are penalized for this and may lose one of your vehicles. Use the Jump Plates to complete the course quickly.

Each race car has different characteristics; choose the one that most closely matches your driving style. Blue Falcon's top speed puts it in the middle of the pack at 457 km/h, but its acceleration is very sharp from start. Golden Fox gets the fastest start, but it offers little acceleration through the mid range and has the slowest top speed. In the competition mode, you can select your opponent.

Wild Goose is a zippy car with good takeoff and steady acceleration through all speeds to the top. Fire Stingray is the fastest car; its acceleration is slow from a stop but continues through all gears. Fire Stingray always starts first in a race.

HOT TIP: Use the Up arrow to bring your car down onto the track after you vault into the air from a Jump Plate. Pushing the Down arrow increases the length of your jump. Think of the arrows as pointing the nose of the car up or down: Up puts pressure on the front of the car and brings the nose down, while Down puts pressure on the rear of the vehicle and points the nose up.

HOT TIP: You can pick up a boost of speed by pulling in front of one of your competitors and letting them bounce into you.



Use the L or R pad to move your vehicle's center of gravity left or right. Use the buttons in combination with the arrows to slide around corners at sharper angles.

Powerful magnets along the edge of the track pull your vehicle toward them. Use the L and R pads to lean your car away from them. In some areas of Port Town II, the magnets alternate from side to side, making navigation difficult.

In Grand Prix competition, you start each race in the field and must move forward through the other cars on the track. To earn points and continue the series, you need to place among the top-three cars at the end of the fifth lap.

F-Zero has a battery backup that remembers the ten best times recorded on each of the 15 tracks. Each driver is awarded points based on his or her rank at the end of each lap in the Grand Prix races: first, 900 points; second, 600; third, 400; and fourth and lower, 200. At the end of the race, 2,500 points are awarded for first, 1,500 for second, and 1,000 for third. You get an extra car for each 10,000 points you earn, but you can't have more than five spare cars.

Not all races have a happy ending, but *F-Zero* offers spectacular crash and burn graphics. In a crash from a jump, the camera-eye view that has been following your vehicle continues to move forward for a moment, then it turns around and looks back at the burning wreckage.

HOT TIP: At the end of each lap you must be in the following position or better to continue: Lap 1, 15; Lap 2, 10; Lap 3, 7; and Lap 4, 5.

Drive into one of the pit areas for repairs to your car from a flying service station. The longer you stay in the pit the more energy you gain, but you also lose time in the race.

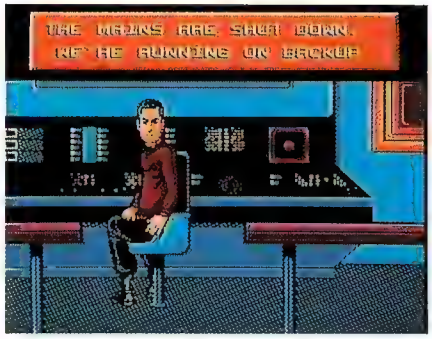
HOT TIP: If you turn your vehicle around to face the wrong direction, an alarm sounds and the Reverse sign appears on screen; you have a short time in which to turn around.

STAR TREK

Attention Trekkers, Capt. James T. Kirk, Mr. Spock, Dr. McCoy, and many other beloved crew members of the Starship Enterprise have been captured on a microchip. It's up to you to play the game and release them onto your television screen.

***Star Trek* is the most popular ongoing science fiction story of all time. It has thrilled its devoted fans for 25 years through hundreds of television and movie stories. Now, for the first time, game players can sign on as members of the Enterprise crew. This well-designed game combines elements of a role-playing adventure with a lot of hot outer-space arcade action.**

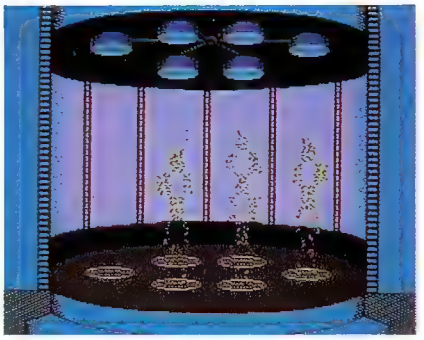
The crew is orbiting near Sigma Iotia collecting information on unusual disturbances in gravitational and magnetic fields. A chance encounter with a black hole flings the explorers deep into uncharted space, and Capt. Kirk and company must return before the rip in space grows too large.



The ship's navigator, Mr. Sulu, tells you where you are. The chief engineer, Mr. Scott, tells you how to get where you want to go. The ship's physician, Dr. McCoy, lets you know if you're in good enough shape for the trip. Mr. Chekov is the man with the answers about neighboring planets. The communications officer, Lt. Uhuru, gets you on the horn, and Mr. Spock tells you if any of this is logical.

Be selective when you pick a landing party. The ship's geologist helps find dilithium fuel. The biologist can examine plant life. Spock always offers a reasoned analysis, while Bones (Dr. McCoy) can be counted on to bring a dose of humanity to the party.

Consult the Control Panel to check with the members of your crew for information or to issue commands. Select the Stellar Map icon to plot a course, choose the Transporter symbol to beam yourself and two crew members down to a planet for exploration, open the Communicator to talk to the Enterprise or other nearby vessels, or issue a Red Alert to send the crew to battle stations.



Your first adventure takes place on the surface of Masaba. According to Mr. Spock, there are dilithium deposits in a structure there. The Enterprise beams you down in a thick forest that is home to dangerous blood worms and shooting plants.

When you land in the forest on Masaba, picture yourself at the center of a clock. The Alien Structure, your eventual goal, is at 12 o'clock. The Swamp, where you find the Eye of Kakos, which is the key to the Temple, is between two and three o'clock. The Village of the Cat People can be found at seven o'clock.

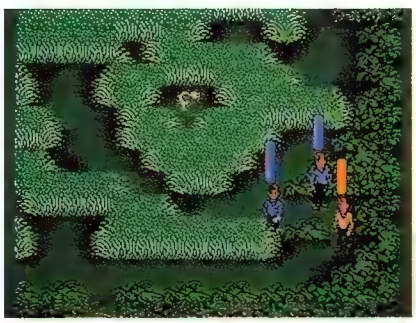
HOT TIP: As you leave Lekythos airspace en route to Shroud IV, a Romulan ship hails you. Break out your Communicator and convince the captain that you come in peace, and he lets you pass.

This screen is the approximate center of the first area. The white planet at the far right is Cappa; next to it is Ibex. At the bottom center is Masaba, your starting point. The red planet is Lapith. There are 26 planets for the U.S.S. Enterprise to explore.

Before you come to the Village of the Cat People, stun one of the plants and take a sample. In the village give the sample to the medicine man, and use the repellent he creates from it to keep the blood worms away when you travel in the swamp.

Talk to the natives you meet. Some of them offer you important clues about local geography, creatures, and plants.

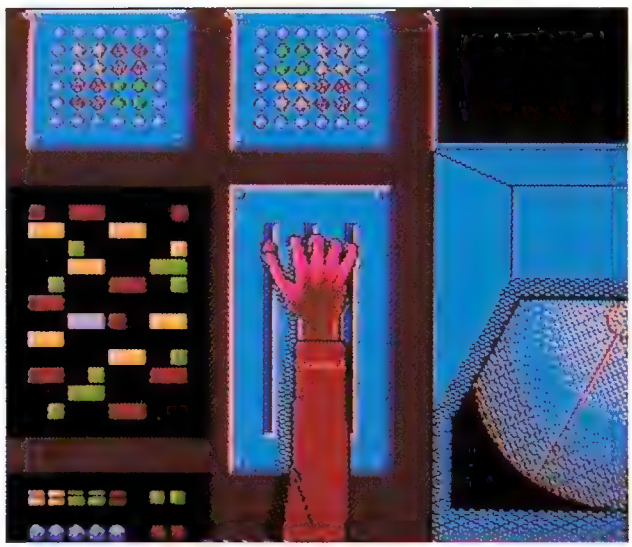
Although there are many planets to explore in the Sigma Iotia system, only four are essential to the completion of your mission: Masaba, Lekythos, Shroud IV, and Iotia. The computer directs you toward these destinations.



Not far from here, in the northeast part of the swamp, you find the Eye of Kakos. The eye opens the Temple.

HOT TIP: Write down the designs on the Temple walls, then walk on the tiles in the same design and you can avoid deadly darts from the statues and get to the room that has the dilithium. Touch the panels in the computer room, and the door opens to the hidden dilithium stash.

HOT TIP: Pick up anything of interest on any of the worlds; it may be useful. For example, bring the butterfly to the Inn on Shroud IV to distract Gorn who blocks the door to the bar.



HOT TIP: Outside the abandoned library on Iotia, there is a pile of books. Use the library computer to find out about the books and what went wrong on the planet.

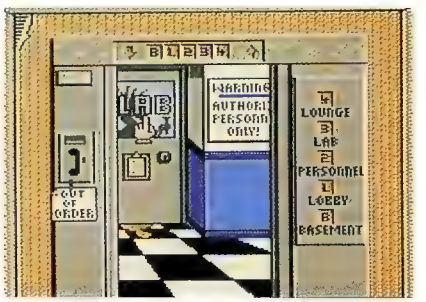
The Enterprise heads toward Lekythos, the destination of your second mission. Again you are searching for dilithium fuel. Collect the modules for the computer in the building you find there, and toss the trash you find in the building to break the force field.

WHERE IN TIME IS CARMEN SANDIEGO?

Which way did she go? Was it Corfu in 1892? Or the Maldive in 1655? Perhaps the Dead Sea in 03? The illusive Carmen Sandiego has become one of the world's most famous criminals. Sleuths everywhere have been tracking her on their PCs. Now Carmen and her band of crooks have brought their dirty deeds to your NES. Sandiego is the mastermind of the Villain's International League of Evil (V.I.L.E.). This hoodlum organization includes Molly Coddle, Justin Case, Minnie Series, and Russ T. Hinge. They have plans to plunder the world's greatest treasures.

To make things worse, V.I.L.E. has stolen a time-traveling machine. Agents of the Acme Detective Agency are hard on the trail of the evildoers, and you are the newest junior detective on the case.

Welcome to the San Francisco headquarters of the worldwide Acme Detective Agency, your employer. You enter the elevator at the lobby level. As a new junior detective, you should check in with personnel right away to register for your first assignment. Move the hand to hit the elevator button.



If you insist on exploring the detective agency, you can expect to get into trouble. The Acme lab is especially dangerous. (So is the coffee in the detectives' lounge on the top floor.) There is no reason to visit either place; it is a waste of time. If there is one thing that a professional time detective does not have, it is spare time.

HOT TIP: Record all the tips that you collect in your evidence file as you go through the game.

This is your briefing. The clock is not yet running so pay attention. You learn the "what," "where," and "when" of the stolen object. It's up to you to figure out the "who." Then you must track down your suspect across time and around the globe. There's one important clue you can pick up before you start: The report usually tells you whether a man or a woman has been seen fleeing the scene of the crime.

The search for the stolen Spanish Steps begins in Rome, Italy, where the steps are a well-known tourist attraction. To get information, first use the Search command; then consult a witness or informant or use your 325i Chronoskimmer. Don't overdo the sleuthing at any one location; each request uses a hour or two of your remaining time.

A passing barber has seen the thief. Study the clue carefully; then consult the *New American Desk Encyclopedia* included with the game. The encyclopedia tells you that Hiram Bingham was an early-20th-century American archaeologist. He studied Incan ruins. If you don't know where the Incas lived, look them up. Their civilization was centered in Peru.

Once you know where you need to go, visit the Acme travel agency to check on flight times. For this case you want to go to Peru. Check that the dates you want are offered. In this example the time bar for Peru goes from 1900 to the present day, so the choice is obvious. Be careful: On some displays the same country is listed twice with different time periods. Choose the one that matches your clue.

The electronic scanner is an easy and exciting way to check out an entire area quickly. It also burns up time quickly, especially when you choose Scan Further. Use the scanner carefully, and only when you can afford to spend the time.

HOT TIP: The V.I.L.E. gang likes the writings of Russian novelist Fyodor Dostoyevsky (*sic*), best known for his book *Crime and Punishment.*

PERU
1955 A.D.
HIRAM BINGHAM, AN AMERICAN PROFESSOR, LED AN EXPEDITION TO THE RUINS OF MACCHU PICCHU. SEVERAL CENTURIES EARLIER, SPANISH CONQUISTADORS HAD FAILED TO REACH THE INCAN SITE.
TIME REMAINING: 22 HRS.
TRAVEL
SEARCH
DATA
ARREST

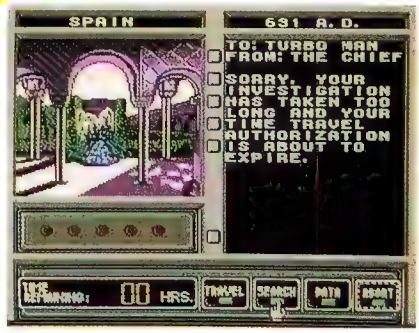
The computer has sent you to Peru in 1955, which is later than the encyclopedia indicates. Not all dates in *Where in Time is Carmen Sandiego?* exactly match reference listings, but they usually have some relationship to the information you look up.

You've found a clue: red hair. You may use a notepad to record clues about the thief. You may need to consult a dictionary to translate hair and eye colors. Here are a few hints: *Hazel* is a light shade of brown, as is *chestnut; azure* is the color of a clear sky, and *titian* is between brown and orange.

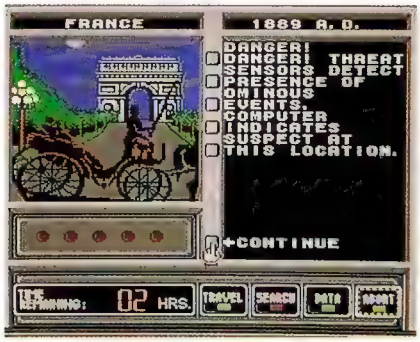
One way that you know when you are in the right place is a surprise visit by one of the V.I.L.E. henchmen. They may drop by at the start of the game. When you close in on the suspect, they stick around or try to fight. If no henchman appears and the witnesses and informants don't seem to have a clue, you're in the wrong place at the wrong time. Go back where you came from and try again.

Feed the clues you gather into the Acme criminal database. Some of the bad guys, especially at the start of the game, can be tracked down on the basis of only three clues. Later in the game, you need to find four or even all five clues before you can get an arrest warrant. Don't hit the Compute command unless you know that you have enough data to make an arrest. Moving too soon uses up precious time.

HOT TIP: Another favorite of several of these bad guys and gals is the Mexican muralist José Orozco, best known for his work "Prometheus."



You've run out of time and have been called back to headquarters without making an arrest. The only thing more embarrassing than this is to capture a criminal without having first gotten an arrest warrant. If you do this, the judge throws out the case, and the bad guy laughs all the way out of the courtroom.



If a V.I.L.E. henchman threatens you or you receive a warning from your Threat Sensor, you had better have an arrest warrant in your hands. In this scene it is too late to get a warrant. With only two hours on the clock, there is not enough time to go to the computer and then move to the next search screen.

When you complete your first search and after other successes, you receive promotions. But higher rank has a price: Your assignments become more difficult, and the time allowed for arrests gets shorter.

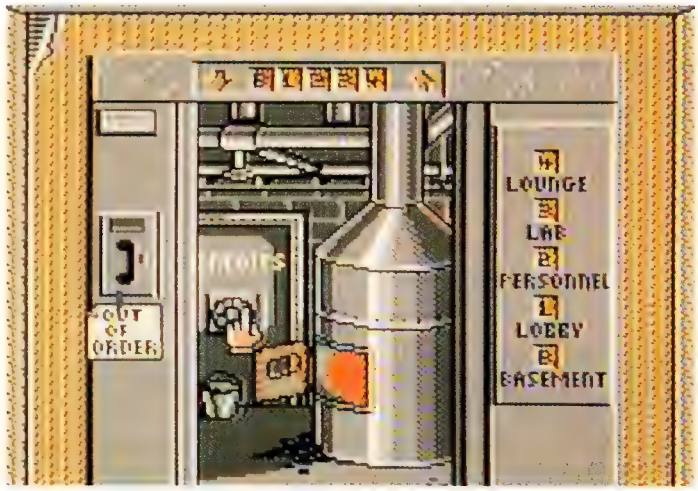
Not everybody gets his or her personal security code delivered by Pablo Picasso. It depends where you are when you complete a rank in the game. The password lets you continue the game with the same rank.

HOT TIP: If you are about to run out of time and a suspect is nearby, try to guess one of the clues. There is no penalty for having the wrong warrant.

HOT TIP: All the clues and locations are reshuffled and recycled each time you play.

The Capture Robot has caught Sharon Sharalike with six hours to spare on the Chronoskimmer's clock. If you have obtained a warrant with her name on it, you win.

HOT TIP: If you make a mistake and end up in the wrong time or the wrong place, return immediately to the last place you found a V.I.L.E. henchmen. If you head off to a different location, you become hopelessly lost in time.



You have been warned not to explore the detective agency. But if you must check out the place from top to bottom, take the elevator to the basement. In the boiler room, inside the furnace, you'll find a listing of the programmers and designers of the game.

BATTLE-TOADS

Here come the Battletoads. They're three hard-hitting amphibian dudes named Rash, Zitz, and Pimple. The princess they were escorting to safety has been captured by the Dark Queen, who also has kidnapped Pimple. The Battletoads are quick to declare war and set out to rescue Princess Angelica and their buddy. The Toads are martial-arts experts whose special moves include the Battletoad Butt, Big Bad Boot, BT Bashing Ball, Jawbuster, Kiss My Fist, Nuclear Knuckles, Swingin' Size Thirteens, and Turbo Thwack. They also like to Take Out The Trash, especially bad guys like Big Blag (the chief of the rodent army), Giblet, Hammerfish, the Psyko Pigs, Rat Pods, Rat Rockets, Tall Walkers, and 'Vaders.

Professor T. Bird and the Battletoads think they have banished the Dark Queen to deep space until Pimple takes a ride with the Princess, and both of them are snatched by the queen.

You leave the Battletoads' spaceship Vulture through a hatch on the ship's underside. Professor T. Bird steers Vulture to a hovering spot above Ragnarok Canyon and lets down a long, long rope. From here you face a dangerous journey through ice, fire, and strange creatures until eventually you come to the Tower of Shadows, home of the Dark Queen.

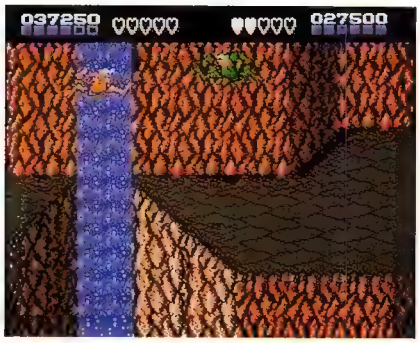
Rash and Zitz descend onto the barren surface of Ragnarok Canyon ready to thrash and bash their way to victory. The Dark Queen's foot soldiers are porky Psyko Pigs. Use your special punch or a captured Tall Walker's leg to hit them.

HOT TIP: As you go through the game, your Toad automatically picks up special moves; just press the B button to use one.

You see a flash of light, and suddenly you are facing a long-legged Tall Walker. Knock it down with a quick punch before it can kick you. Then press the B button to grab the Tall Walker's broken leg so that you can use it as a weapon.

HOT TIP: Stay to the left or right side of the screen to avoid the lobs of the Tall Walker. Hit him three times with his own boulders, and he hotfoots it out of there.

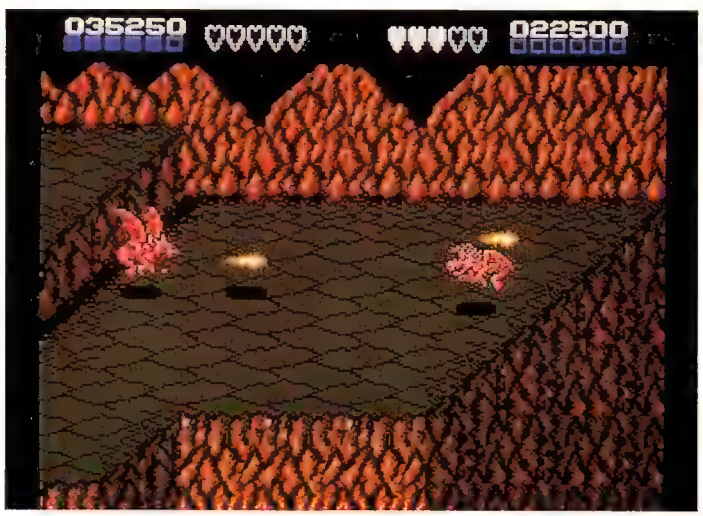
HOT TIP: Swinging a captured Tall Walker's leg is just as powerful as using a Special Attack, but you don't get as many points for a successful smash.



The two-player mode presents some interesting possibilities. Rash and Zitz can cooperate or interfere with each other. Fighting your fellow Toad may be fun, but it won't help you defeat your enemies. Even if you have decided to cooperate, you must be careful not to get too close or you may hit your Toad buddy by accident.

HOT TIP: To make this jump successfully, both Toads have to jump at the same time.

When you battle the Tall Walkers, the view suddenly changes to the Walker Cam. Don't confuse the cross hairs in the center of the screen with an aiming device. You are looking through the camera, and the cross hairs mark the center of the lens.



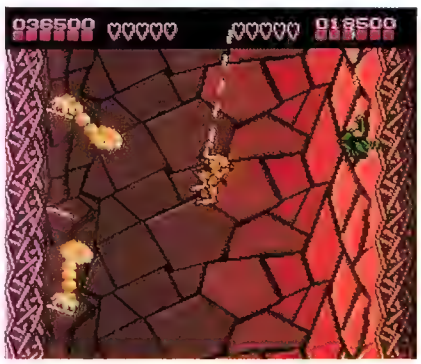
Hit the dragon once to knock it down; then hop onto its back for a ride that can last all the way to the end of a level. Press the B button to make the dragon spit fire; press the A button for a flying leap.

You can jump, you can fly on a dragon, or you can swing across this waterfall. Get your timing right, and watch out for low-flying birds and other obstacles that could knock you into the chasm below.

As your Toad drops two miles into Impact Crater, beware of Birds of Prey and Ravens. They try to cut your lifeline with their razor-sharp beaks. After you bop them, catch their beaks to use as weapons.

HOT TIP: Eat as many of the flies as you can to restore some of your energy.

HOT TIP: Hold your Toad close to the side of the tunnel, and he turns into a Wrecking Ball, like the one on the right. Press the B button for a squashing swing toward the other wall.



Move in close and punch at the Toad Traps to knock them out before they grab onto your favorite fighting Toad.

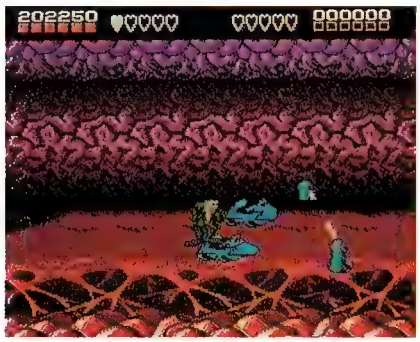
The sneaky Retro-Blasters, which come in blue and more difficult silver versions, can toast a Toad real quick if you're not alert. Change into a Wrecking Ball, and time your swing to blast the blaster before it blasts you.

The Electro-Zappers start out as simple pests, but they become more difficult near the bottom of the crater. Press the Down arrow to zip through the areas they control. Move between bursts of electricity, and pause above them to wait for the right moment to make your move.

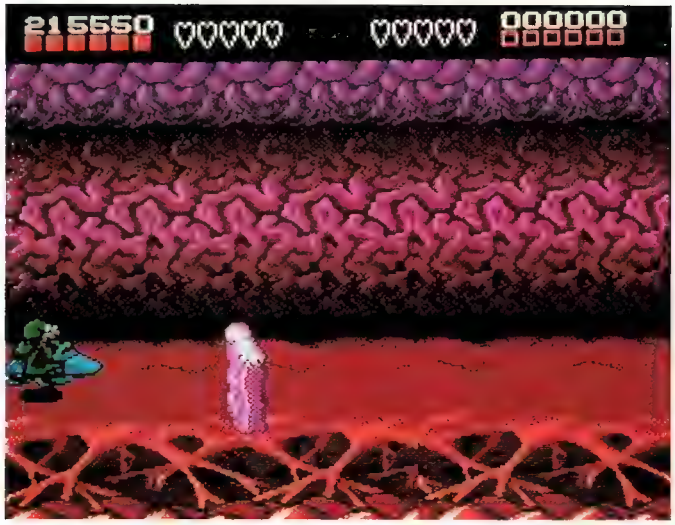
HOT TIP: Keep your finger near the arrow keys, and be prepared to shift your Toad quickly from the top to the bottom of the tunnel as the obstacles move.

A map between stages helps you plot your course through the game. There are 12 stages: Ragnarok Canyon, Impact Crater, Turbo Tunnel, Ice Cavern, Surf City, Snake Pit, Fire Zone, Elevator Shaft, Gargantua Ducts, Gargantua 1, Gargantua 2, and the Dark Queen's Tower.

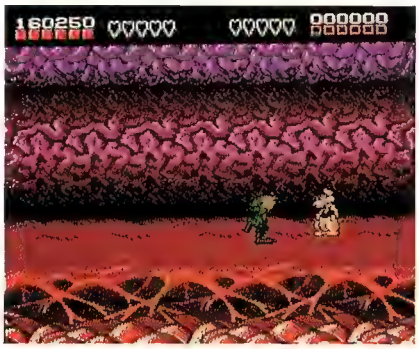
HOT TIP: When you come to Fire Zone, a later stage that looks a lot like Turbo Tunnel, stay as far to the left on the screen as you can to give yourself a few fractions of a second of extra time to react to the fireballs that whip in from the right.



Piloting a Toad on a speed bike through Turbo Tunnel is no joy ride. The tunnel goes on and on and on, making this one of the toughest challenges of any NES game.



Use the A button to jump over Turbo Tunnel obstacles like this one. When you come to a launching pad, ride your bike up into the air.



There are many nasty rodents in Turbo Tunnel, including Giblet. He is an extremely powerful rat. You must get past him to take out the bomb. You also meet a strange and dangerous creature called Rat Rocket, who comes with built-in power boosters.

HOT TIP: Pound the rats in Turbo Tunnel and then punt them into the air. Never kick the rats when you are on the edge of an island; concentrate on jumping.

HOT TIP: In Elevator Shaft, your biggest worry is the descending Snot Balls. They can be destroyed with a pipe ripped off the wall, but a better use of your time is to avoid them.

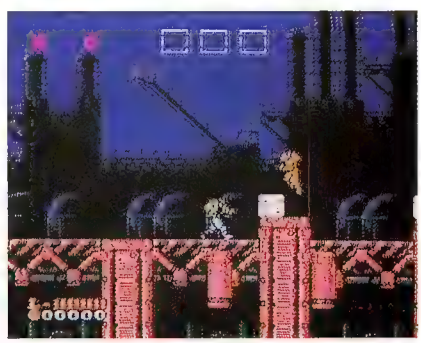
At first the Dark Queen taunts the Toads, but her screams become desperate as her toady foes get nearer to her tower. The final challenge takes place in a huge cylinder. Jump from platform to platform or carefully climb any stairs that you find.

SHATTER-HAND

The year is 2031, and a group of rebellious scientists has begun using advanced technologies to create an army of cyborg soldiers, known as Metal Command. On the side of good is the Law and Order Regulatory Division (LORD). Steve Hermann, a brave young police officer, is captured by Metal Command bad guys and nearly killed. He survives but his hands have been crushed. LORD offers to restore his hands with mighty cybernetic devices. Hermann accepts their offer; he becomes Shatterhand and sets out to even the score. Along with his awesome hands, Shatterhand's defensive weapons include eight satellite robots that hover around him. Each robot has its own powerful weapon that fires automatically whenever Shatterhand throws a punch.

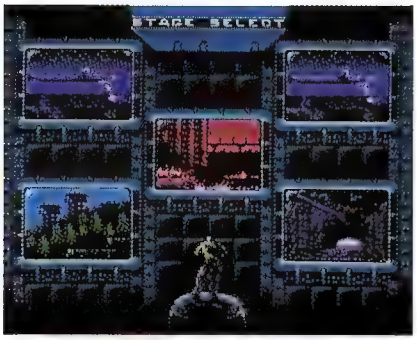
Shatterhand is out to find and defeat General Grover, the leader of the Metal Command rebels. He has an entire army of mechanical and cybernetic fighters; you are armed with just your fists.

HOT TIP: This is a cold cash economy, even for defenders of the peace. Grab all the bags of gold that you find; some are dropped by the cyborgs you have defeated. You must pay to go to the Health Station, marked by a red cross; kneel down to receive a restoration of health. The most expensive station but ultimately the most valuable is the Extra Life store, marked with an *Ex* symbol.

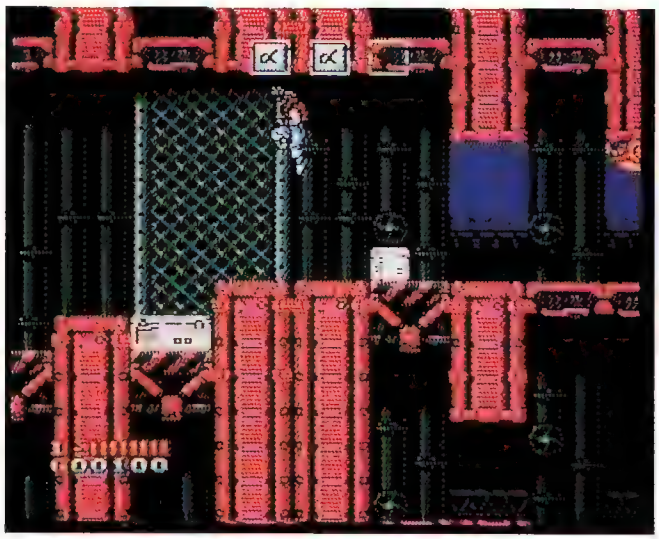


Be on the lookout for Mechadroids patrolling on the ground and climbing the walls. Midway through the first stage, you may find yourself surrounded by them. These guys can't be ignored; they have to be destroyed one by one.

HOT TIP: Here are the codes for the robots: ααα, Yoyobot fires a large bouncing ball that returns like a yo-yo; ααβ, Laserbot fires a laser beam; αββ, Richobot fires a trio of ricocheting balls; αβα, Swordbot swings a sword; βββ, Grenadebot fires grenades at enemies ahead of Shatterhand; ββα, Pyrobot is a flamethrower; βαα, Bouncebot throws fireballs; and βαβ, Yoyobot 2 fires three spinning discs that rotate around Shatterhand's head before retracting.

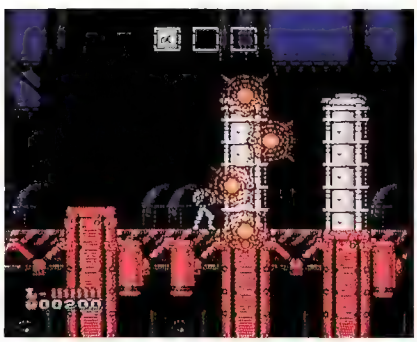


Shatterhand starts his quest for General Grover in the Factory. Once you make it past this challenge, you can select any of five areas for your next adventure: Refinery, Submarine, Antigravity Research Center, Filtration Plant, and Ravaged City. When you clear them all, Grover waits for you at Missile Command.



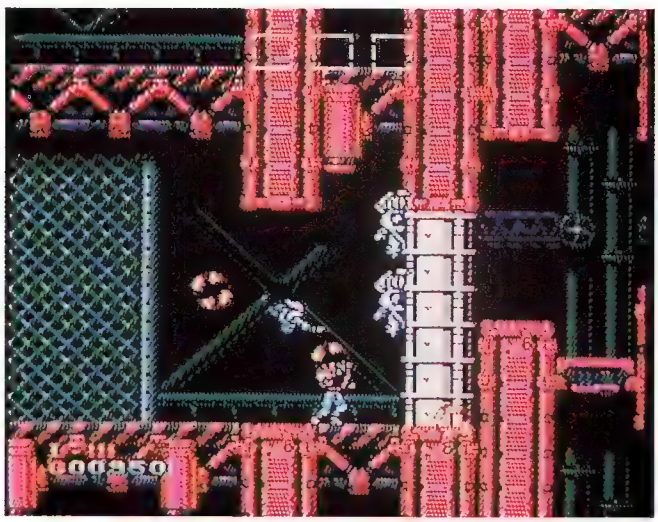
To get a satellite robot, Shatterhand must collect a set of three alpha and beta boxes from the ones that appear on screen when you punch white boxes. Shown here are two alphas.

HOT TIP: Not all white boxes contain a valuable alpha or beta symbol. Some are booby-trapped; if you open a box with a grenade inside, jump back before it explodes in your face.

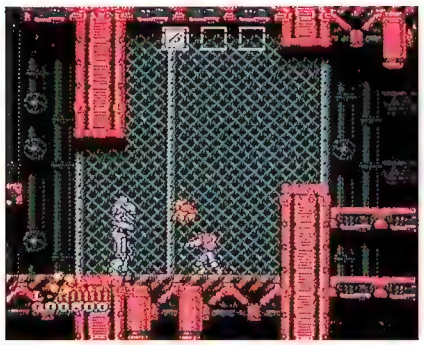


Use your cybernetic hands to make a few alterations to the structures you come to. Punching this pipe in the Refinery destroys it.

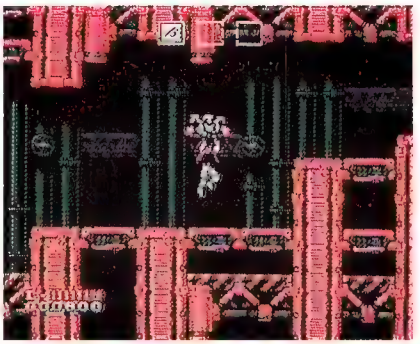
HOT TIP: If you collect the same combination of symbols twice in a row, Shatterhand temporarily becomes invincible. He also adds a fireball weapon for a short time.



There are eight possible combinations of alphas and betas, and eight different robots. A particular robot works best in certain stages of the game. Part of the trick to winning this game is knowing which robot goes where and then collecting alphas and betas in the correct order to summon it.



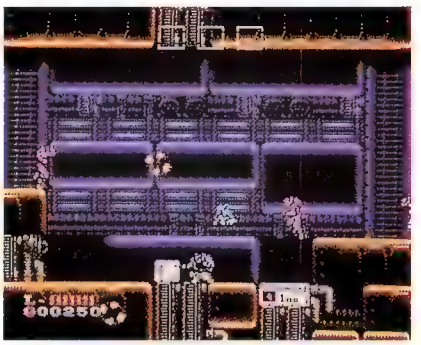
Grab onto the fences and press the Up arrow to climb them to escape pursuing droids or to make your way toward white boxes.



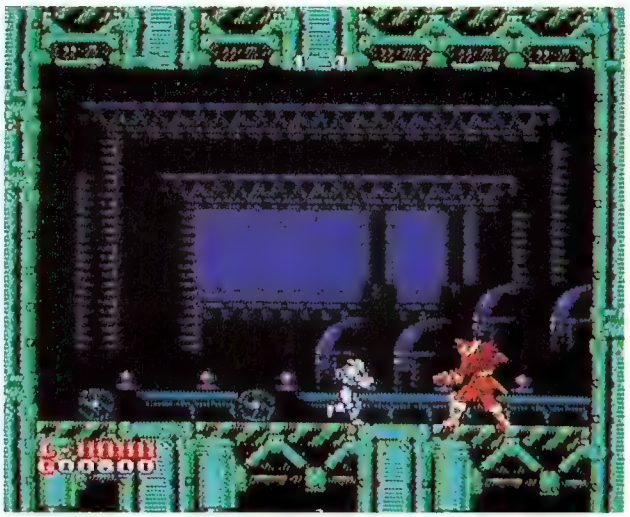
Catch a lift from your friendly satellite robot in certain areas of the game. You also can soar up and over obstacles with a backpack jet.

Balzire celebrates his defeat of Shatterhand. Better luck next time.

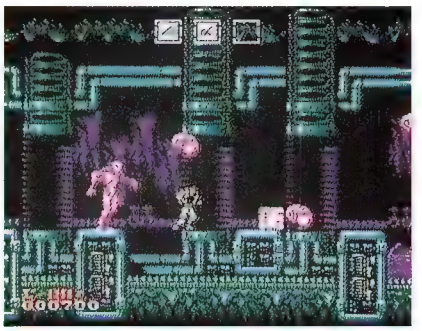
HOT TIP: Some of the most dangerous cyborgs in the Refinery are Pogoborgs. These guys, who run in pairs, jump high up in the air and shoot lasers as they land. Their weak point is their height; crouch down beside one and punch. Keep at it when they transform into worms, and the Pogoborgs are goners.



In the Submarine steam jets, like the one on the lower-right side of this screen, spout regular clouds of scalding vapor.



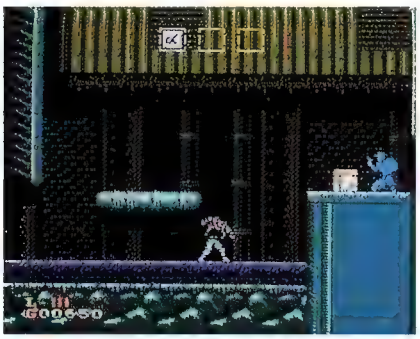
At the end of the Factory, look for the teleport platform. Jump on and prepare to battle Balzire inside his chamber. To beat him get in close and duck down. Punch him as he shoots upward; watch out for the bullets as they fall down. Keep punching and jump over his energy balls and swinging gun.



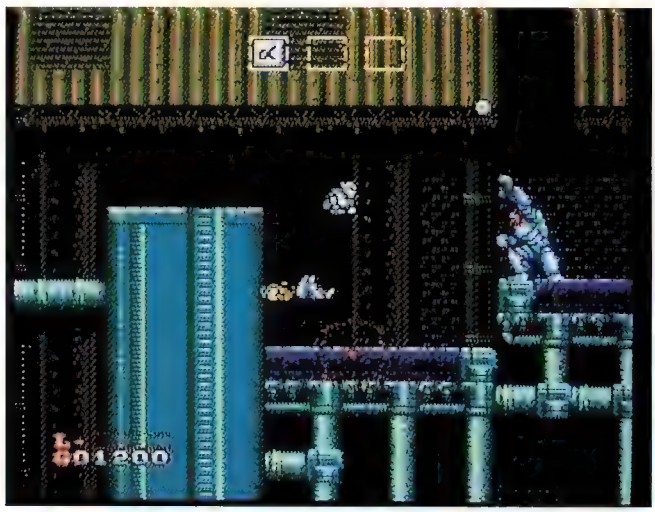
There are Cyberghouls inside the pipe of C-2. In this screen one of these fiends has broken out of his pipe and is about to attack Shatterhand.

Although you can move back into some areas that you have already cleared, you do so at some risk. Enemies you have beaten before regenerate. You also should avoid standing at the left side of the screen, since you might be surprised by an enemy you can't see.

Reenergize Shatterhand's cybernetic fists by stopping off at Power Stations. Fist power goes down as your Life Meter declines. When his fists are fully charged, Shatterhand's vest changes color from green to brown.



Keep below the firing level of this soldier, and jump up to battle him when he pauses to reload. In some stages you must be very careful when you jump because the ceiling is on fire.



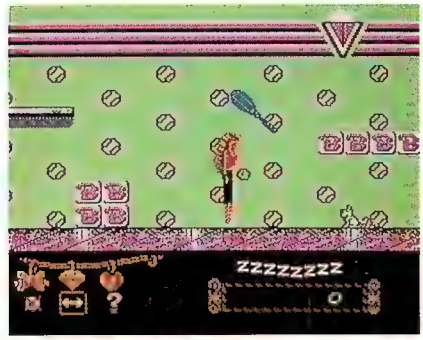
The Cyborg Colossus at the Refinery throws bombs and punches very hard if you come in close. Beat him by getting as close as you can, ducking down, and punching. Then retreat until your next opportunity to attack.

HOT TIP: To use Pyrobot press the B button to ignite the pilot light, then press and hold the B button a second time to shoot the flame.

BARBIE

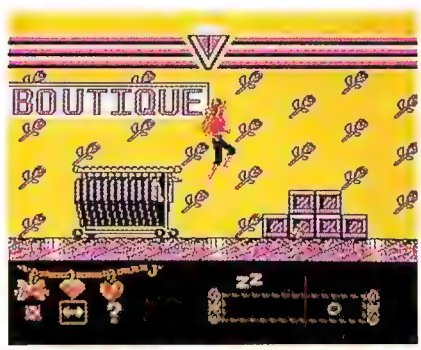
Barbie has many things on her mind as she drifts off to sleep. She dreams about lunch at the Soda Shop, swimming at the beach, and shopping at the mall for a new outfit for her big date with Ken. You are Barbie's guide through these dream worlds. Use your hidden charms to get past difficult obstacles in the game. At the end of each of the game's worlds, you are rewarded with a piece of Barbie's enchanted ball gown ensemble; collect all the pieces and Barbie goes off to the Fantasy Ball with Ken.

Use the Select button to cycle through Barbie's available charms. Press the B button to toss one; the longer you hold down the button, the higher and farther the charm travels.



Throw a Diamond Charm to the dog in the Sports Store, and he grabs the menacing tennis ball from the racket. There is a hidden B Charm on top of the square of B Blocks. Use the Down arrow to grab it.

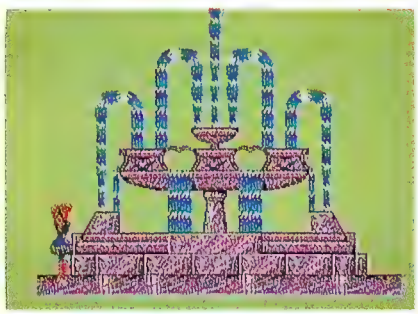
HOT TIP: In the Sports Store, find a hidden room over the second B Block, between the shelves above the pair of badminton rackets. Use the Down arrow to enter.



The clothes really fly in the Clothes Boutique. Stand in place until a wide-brimmed hat flies by. Throw a Diamond Charm up to the cat on the shelf, and he pushes a Barbie Coin down to you. After the dancing blouses, move just past the final set of boxes and then walk back into them to enter a hidden room.

The bodiless Dancing Clothes Lady is the intermediate boss of the Clothes Boutique. Toss a charm at the shoes to get them out of the way first. Then work on the clothes and finally attack the hat.

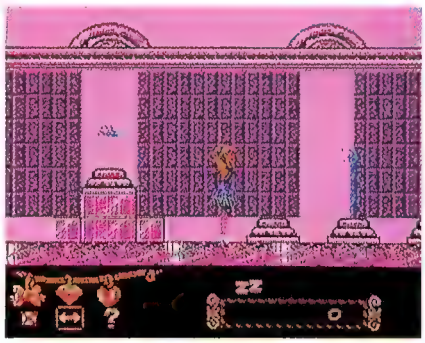
HOT TIP: Throw a Diamond Charm to the dog, and he runs off with one of the gloves.



Your goal is to enter the hidden room inside the fountain. First grab the invincible B Charm by jumping through the B Block just past the statuary. Then return to the fountain and use the Down arrow.

HOT TIP: Throw a Diamond Charm to the toucan in the Sports Store to hitch a ride over the stack of boxes.

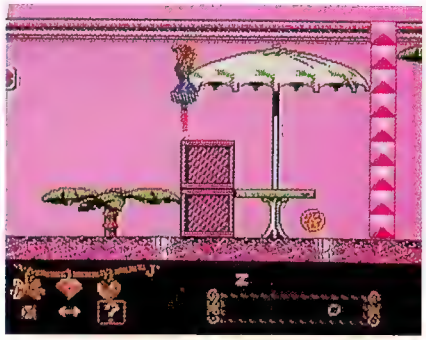
HOT TIP: Jump on the coins in the jukebox until they are spinning properly; listen to the sounds to determine the proper speed.



A Barbie Coin is hidden in the B Block on the ground before the first Flying Fish Fountain. Other coins are hidden in the first and second B Blocks above the second set of fountains.

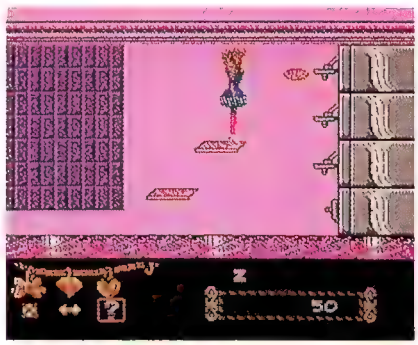
HOT TIP: Go up to the triple soda fountain and turn to face the Burger Dude you find there. Jump up and toss a Heart Charm at him, and he flips a hamburger patty to shut down the fountains.

As you cross the Galleria, you have to time your movements perfectly to avoid the predictable gushes of water from the fountains. Then try to avoid the waterfalls.



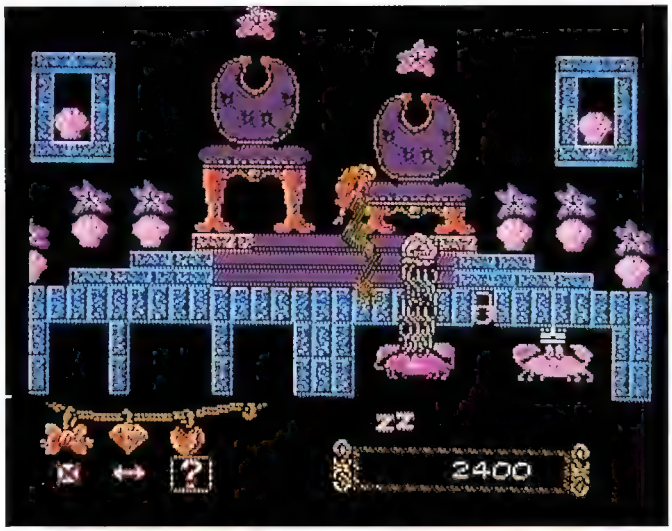
Walk past the Barbie Coin high in the palm tree of the Food Court, and then go to the last stack of boxes; climb up to the top box and jump to the right to grab a stash of hidden Barbie Coins from the umbrella.

HOT TIP: Throw a Heart Charm at the plant on the first shelf and then jump into the pot to enter a hidden room.

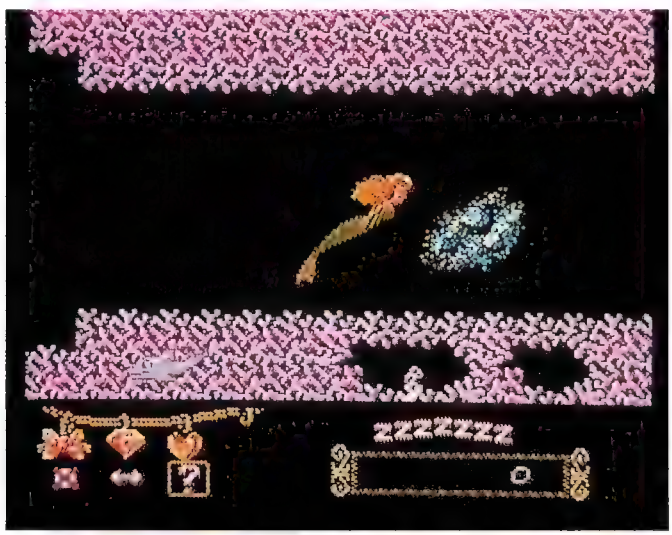


You must close the oven doors to stop the pizzas. Close the lowest door first and work your way up the ovens. Use the first platform to get to the top door.

HOT TIP: Jump up to the first B Block for a hidden Bubble Charm and then throw it at the rolling pizza. Press the B button to drop the charm.



You have to get past the jellyfish to escape to the next world. Hit the lock three times to free the King and Queen Crabs. Find a safe perch above the thrones.

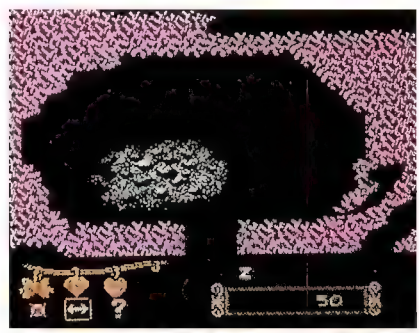


Throw a Heart Charm to the dolphin when you meet him, and he pays you back with a safe ride through the first passageway in the Mermaid's World. You find a hidden room in the nook beneath the first pearl.

HOT TIP: Toss charms on the Ice Cream Sundae Boss to melt him. When the Ice Cream Soda Dude appears from the right side, he causes an earthquake. Jump as he lands so that you don't fall from the shelf.

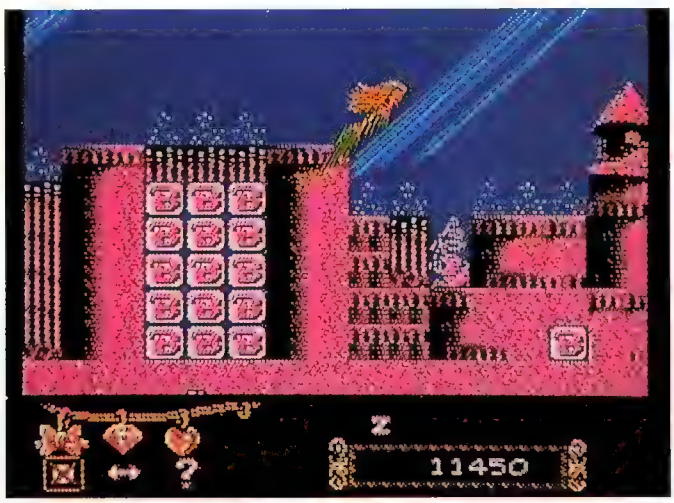
Grab the hidden Bubble Charm from the second B Block above the first pearl. Swim quickly two screens to the right, using the upper passageway, and go for the pearl you find there. Then go back past the angelfish and the seahorse, and head down to pick up the starfish. Watch out for the jellyfish.

HOT TIP: If your Bubble Charm is still active, it convinces the seahorse to dig up a buried pearl; if not, throw a Diamond Charm to the seahorse as payment.



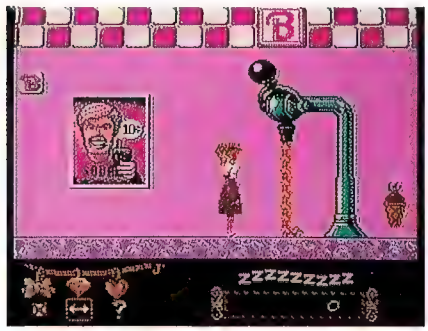
When Barbie swims through this pool of ink, she becomes invisible. You can only see her as a black outline against the colorful background. In this screen she is swimming near the bottom right.

There is a hidden room in the upper right B Block above the second seahorse. While you are in this area, throw a Diamond Charm to the seahorse, and he digs out a buried starfish in the next screen. To get to the last buried pearl, swim through the coral from either side. You have to get the last pearl before the BARBIE starfish sign starts to move.



Look for a hidden Bubble Charm in the center B Block, near the first jellyfish. There's another one in the B Block on the ocean floor, just after the second large wall of B Blocks.

HOT TIP: Inside the jukebox of World III, the second and third sets of falling nickels drop in groups of six at a time. The last set, which is found just before the coin slot, falls seven at a time.



In World III there are hidden Z Charms in B Blocks before and after the first soda fountain. Toss a Heart Charm under the handle of the fountain or into the stream of soda. The Ice Cream Soda Dude pops his top and turns off the soda.

HOT TIP: Throw a Diamond Charm to the angelfish, and it shows you the way out of the Mermaid's World.

Get the sunglasses above the Chevys by jumping from the first car to the second and onto the sunglasses to pick up a hidden Bubble Charm.

PIRATES

If you and your NES have been spending too much time flying through space in some future time, *Pirates* offers you a change of pace. In this game you go to sea with the Spanish Main in the 17th Century. This role-playing game is also an arcade challenge, with enough historical simulation to fascinate history buffs. You work your way up to captain on Fast Galleon, Frigate, Merchantman, Cargo Ship, Barque, Sloop, and Pinnace. During your rise to fame and fortune as a pirate, you pillage the Caribbean Island colonies of Spain and other nations. You also attack enemy ships with your cannon, then board them and fight. Along the way, you meet and talk with many people and learn the skills of sailing as well as swordplay.

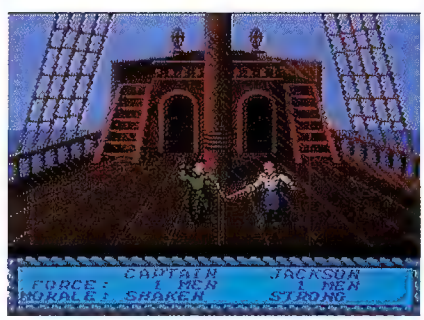
You and your sturdy band sail
to a friendly port. There you
arm and provision the ship.
Your charismatic personality
brings flocks of recruits from
the taverns, each seeking new
wealth on the Spanish Main!

No one is good at everything they do, even pirates. At the start of a game, you must select a Special Skill. Fencing gives you faster reflexes, Navigation improves your abilities on the open seas, Gunnery improves the accuracy of your shooting, Wit and Charm yield better results in diplomatic matters, and Medicine helps you live to fight another day.

HOT TIP: As you fight your duel, your crew also battles the enemy. Watch the Force indicator; if you are the last man standing, you lose the battle even if you win the duel.

Finally, you encounter sailors
in a portside tavern, down to
their last few gold doubloons.
"Mate," they call, "help us
refill our purses."

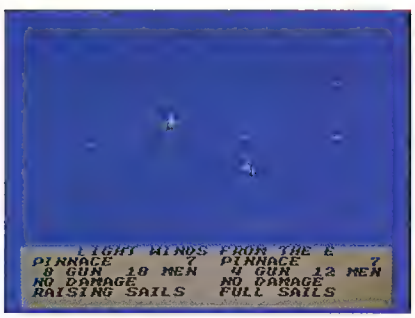
The Tavern always welcomes you, and you may want to visit it often. This is a good place to hire a crew or purchase information from travelers.



You are a young sailor and you have been summoned to face the captain of the ship in a do-or-die sword fight. Win and you are the new captain; lose and there's a plank hung over the side of the ship.

Pay special attention when one of the governors asks you to do him a little favor. Perform it well, and he may reward you with a promotion or pay you some money.

HOT TIP: To speed away from trouble, press the Up arrow to raise full sails. Raising and lowering sails take some time, and your crew cannot reload cannons while working the sails.

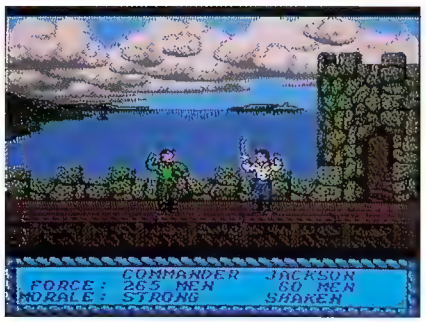


The speed your fleet travels depends on the kind of ship you have, the direction of the wind, and the skill of the crew. The fleet follows the lead of its flagship. Notice the direction of the wind. A sailing vessel moves fastest when the wind is blowing on an angle from the rear.

If you are approaching a new town by land, you can march peacefully into town or attack it. If there is a fort, troops may come out to fight. If there is no fort, the troops may try to draw you into town for a fight, including a duel between you and the leader of the defenders.

You can sail peacefully into the harbor. If the locals are friendly toward you, you can dock. If they are hostile, they may open fire. You can also attack the town, launching a naval battle against its fort. Your goal is to bring your ship to the shore so that your men can land and storm the fort.

HOT TIP: Fencing is the best Special Skill to select. In battles against ships' captains, your expert swordsmanship often can defeat the enemy without damage to your crew or ship.

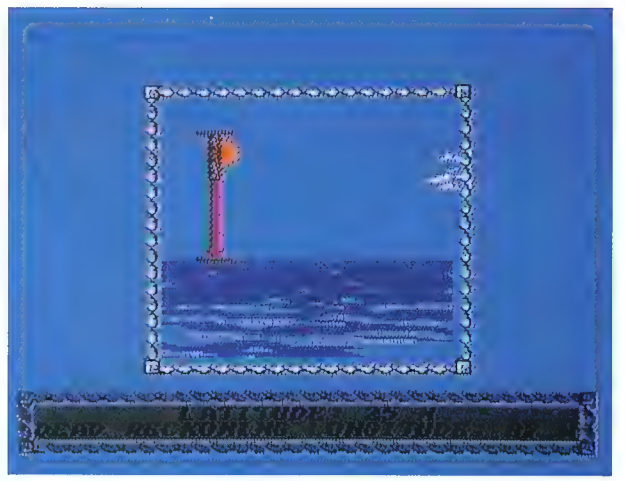


You are on the right side and your opponent is on the left in a duel. Use the Left or Right arrow to move. Press the A button to thrust forward; press the Up arrow to attack high and the Down arrow to stab low.

HOT TIP: A sweeping slash of your sword causes the most damage to your enemy, but you leave yourself wide open to attack while you swing.

6400 GOLD PCS. PLUNDERED!
JACKSON TOWN
GOLD 7400 0
FOOD 10 Ts 69 Ts
GOODS 0 Ts 103 Ts
SUGAR 0 Ts 77 Ts
CANNON 12 24
SPACE IN HOLD: 4 TONS

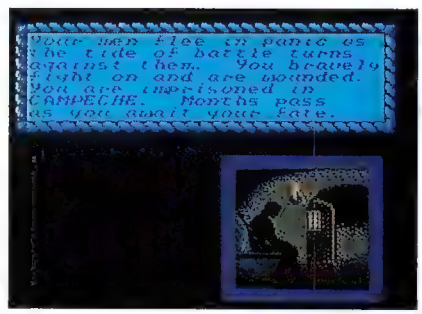
Take your plunder to a merchant to do some trading. You can purchase ship's stores or weapons, and make repairs. The captain's share of the booty varies with the difficulty of the mission. Once the members of the crew have received their full share they leave, and you have to recruit new sailors.



Sailors use a mechanical-optical device called an astrolabe to take a "sun sight" to determine their position. Place the sight directly under the sun at its highest point to determine your latitude (north-south position). Calculate your east-west position from a "dead reckoning" based on the ship's charts.

HOT TIP: The game offers a choice of six time periods during the pirates' heyday in the Spanish-controlled Caribbean from 1560 to 1680. The adventures, in approximate order from easiest to most difficult, are 1660, 1640, 1620, 1600, 1560, and 1680.

Your Personal Status report shows your wealth and social standing.


Your men flee in panic as the tide of battle turns against them. You bravely fight on and are wounded. You are imprisoned in CAMPECHE. Months pass as you await your fate.

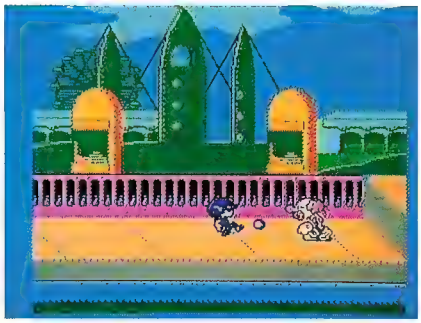
Not all battles go well. When you encounter another ship at sea, you may stand and fight, or sail away. When a battle begins, you automatically have your battle sails raised. These smaller sails are less likely to be damaged by enemy fire, but they also move the ship less efficiently. If you are captured, you are imprisoned.

HOT TIP: Your Map File contains the map fragments you have collected. They show the way to hidden treasures as well as the location of your kidnapped family members.

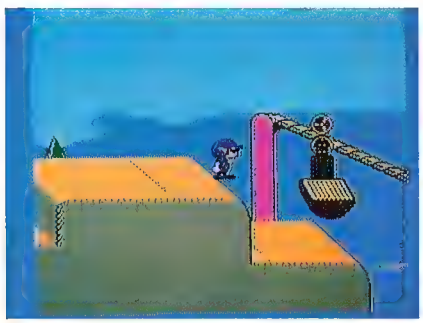
CRAZY LAND

An amusement park is supposed to be a fun, safe place to spend the day with your girlfriend. But when Dewey and his girl Dixie stop by Crazy Land, a nightmare adventure begins. Dixie is kidnaped by a huge hand, and Dewey has a hard time finding her. The clowns here don't fool around, the targets in the shooting galleries fire back, and the roller coaster would never pass a safety inspection.

Dewey's difficulties in Crazy Land are a fun-filled challenge for Nintendo players of all ages. You guide Dewey on his search for Dixie, who is being held somewhere inside Crazy Land. Dewey has almost no friends in the park, but he has his soccer ball and a special bicycle kick that you'll flip for.

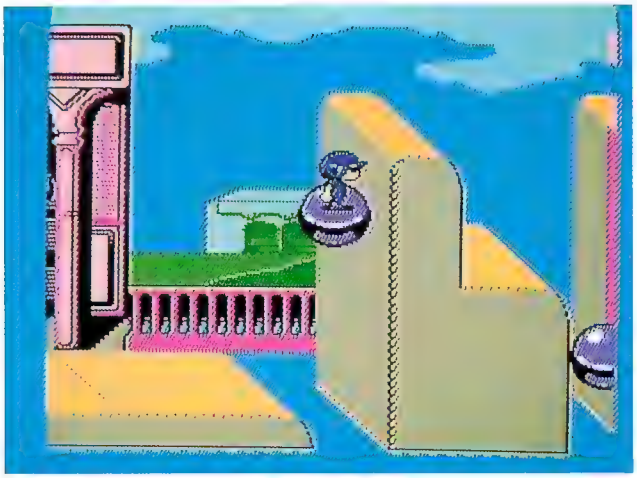


At the Crazy Land ticket booths, Dewey meets a nasty killer clown. With a quick kick of his soccer ball against the clown's nose, Dewey is ready to move on to greater challenges.



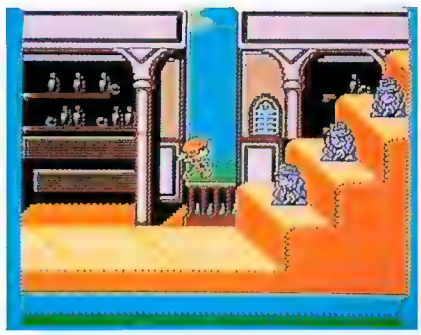
Crazy Land's sky-car ride looks like fun, and it's the only way to get from the entrance area into the park. But they ought to get some safety bars. Wait for the car to stop at the top; then jump on board. If you wait too long, you miss the car and tumble off the cliff.

HOT TIP: Jump off before the car goes past the station at the end of the ride.

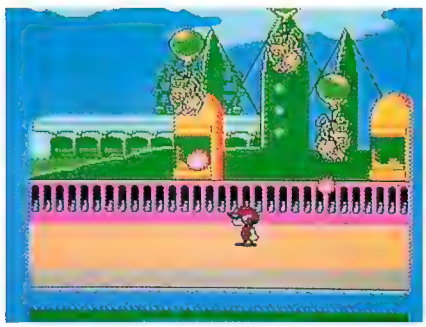


To get over these L-shaped cliffs, hop a ride on the helpful bubbles that scale the walls. Jump on at the bottom and off at the top, or you'll be left low and wet or high and dry.

HOT TIP: Each time Dewey beats a major enemy, the power of his soccer ball increases. The color is a clue. Blue sends a small ball in one direction; green, a larger ball in two directions. Yellow dispatches a soccer ball in one direction. Red sends a soccer ball in two directions.



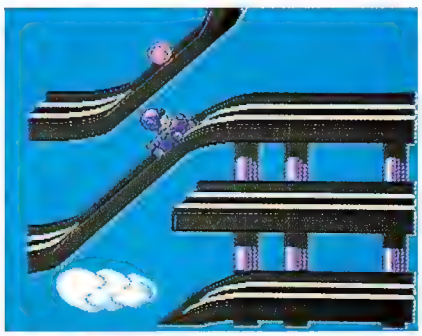
The cowboys have broken out of the shooting gallery, and they're shooting at Dewey. The trick here is to stay below the step while the cowboy is shooting. Jump up and throw your soccer ball each time he stops to reload his gun.



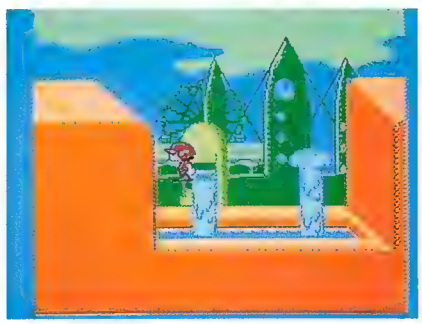
The Crazy Land air force floats overhead hanging from helium balloons and dropping nasty surprises on Dewey. Don't stand still. Try to pop the bad guys with one of your soccer balls when the slime is at your level. You can also jump up and bop them in midair.

HOT TIP: Collect the dollar signs ($) you find along the roller coaster tracks for bonus points. Some of the biggest piles of cash can be found in the loop-the-loops at the top of the screen.

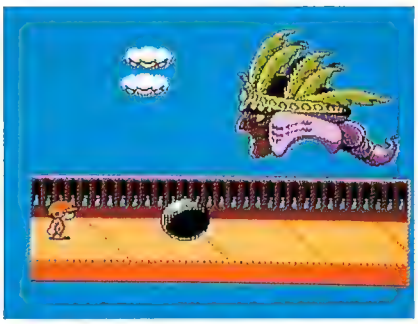
HOT TIP: Use the A button to make the roller coaster car jump. Press and hold it for a high jump to get into the loop-the-loops. Press the B button to move faster on the track; this makes some difficult jumps easier.



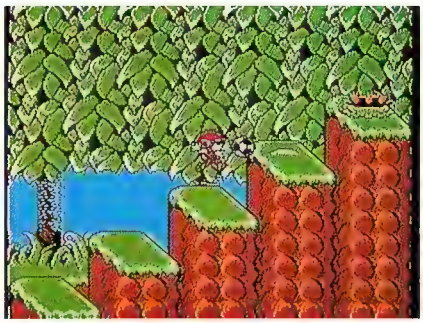
There's a big problem with the roller coaster at Crazy Land; sections of track are missing. You must jump across the gaps to continue your wild ride. While you are at it, try jumping up or down to change from one track to another.



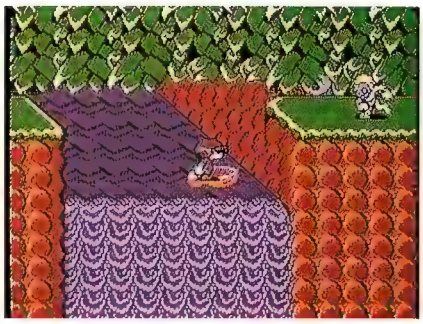
Dewey doesn't want to get his feet wet, so keep him out of the pool. Jump onto the first fountain when it is low and ride it up; then jump off at the top and ride the next fountain. If you jump too soon or too late, it's too bad.



This fierce boss drops from the clouds near the end of the first round. Watch out for the bowling balls he sends your way. Pop up and bounce a soccer ball off his head each time he retreats to either side of the screen.

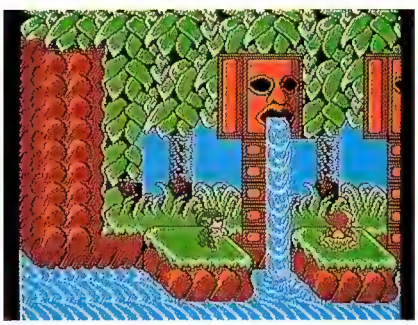


In this stair-step challenge, you are up against strange forest creatures. The clock is not important in this game, so take your time going up each level of the forest. When you don't know what dangers are ahead, bounce your ball first.

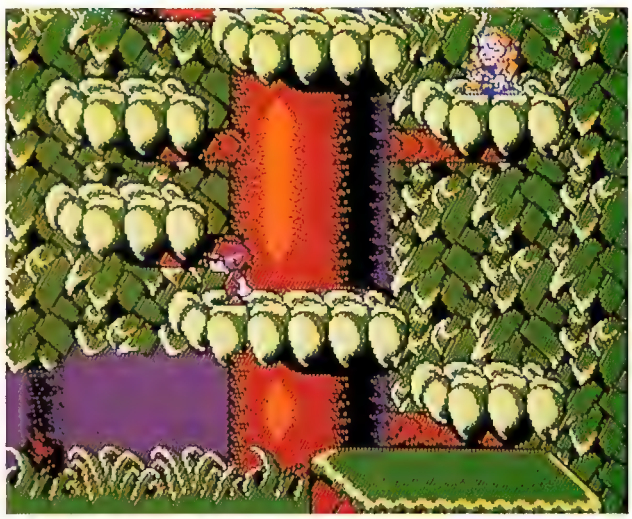


Caught between a rock thrower and a wet place, you need to time your jumps onto and off the little raft carefully. A mistake in timing results in an unplanned plunge over the falls. Like most adversaries in the game, this bad guy does not fire constantly. Wait until he pauses, then jump up and lob a ball.

HOT TIP: Learn how to jump and kick in midair; it's the only way to reach enemies in the upper areas of the screen. This is the best way to defeat enemies on stairs.



The little mole on the other side of the strange waterfall looks cute. But if he's there when you land, you're in trouble. Bounce a ball off the mole's head between water spouts; then jump across safely.

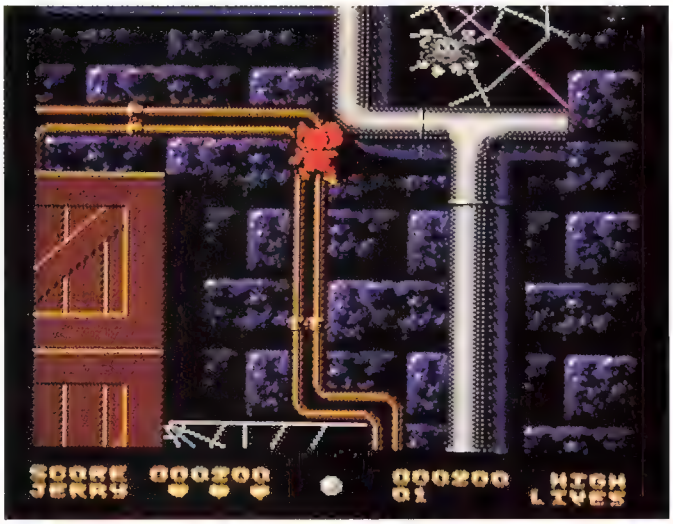


Dixie is at the top of this beanstalk. The climb up is a terrific challenge, but the way down is just as difficult as the climb up.

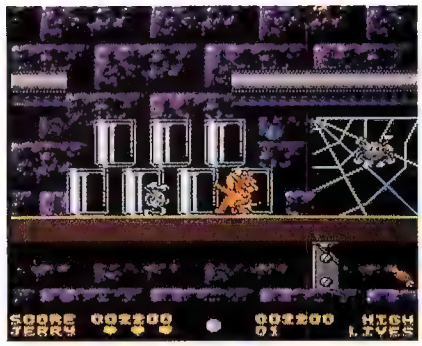
HOT TIP: If you see a small clock, grab it to freeze the movements of the enemy for a short period of time.

TOM & JERRY

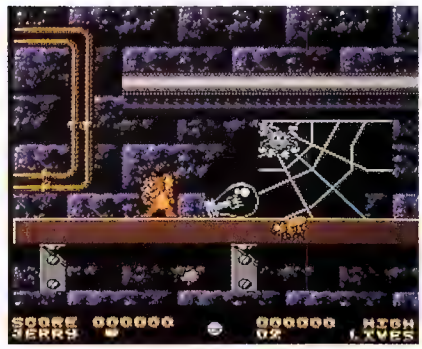
After 50 years in show business, Tom, the tomcat, and Jerry, the clever mouse, are making their Nintendo debut. Their game is a fun, fast arcade chase. Jerry's nephew Tuffy has been kidnapped by practical joker Tom. The little mouse is hidden somewhere in the attic, but you begin hunting for him down in the basement, where it dark and damp. Spiders, bees, and other creepy crawlies try to block your way out of the basement and throughout the rest of the game.



Stage One of World One is a huge maze of more than 50 screens. You start in the bottom-left corner and make your way to the goal at the top right. Stand on crates and try to jump on all sorts of objects; some may be helpful.

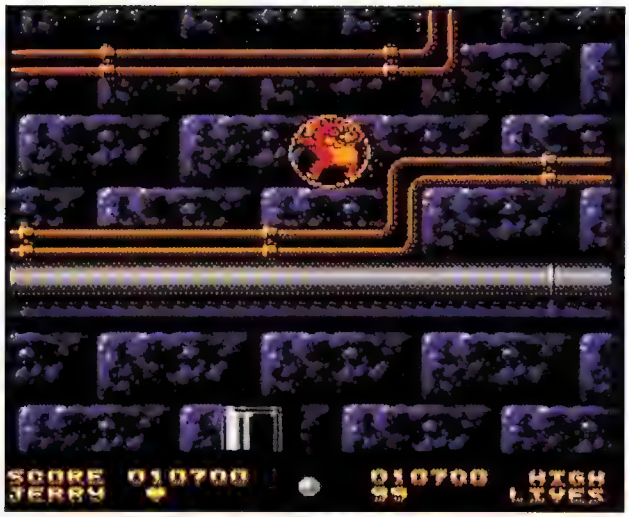


Keep Jerry away from the steam that bursts out of open pipes. Other dangers include sticky spider webs that slow Jerry down.



Look for special weapons, including the hammer, frying pan, drill, cleaver, mothball, and more. They dispatch some of your worst pursuers with a single swat. Hammer the light bulb, but if you don't have a special weapon, toss some of your unlimited supply of marbles.

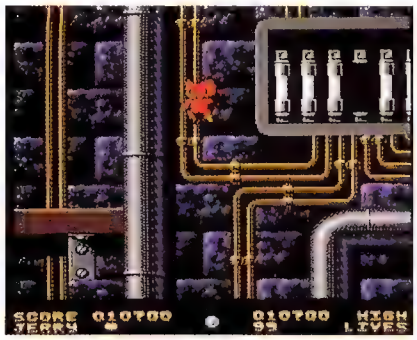
HOT TIP: Some creatures in this game just annoy you, like the flies in the basement. They are dangerous only if they bounce you into something that takes away life points.



Grab the bubble-gum special item and blow a big bubble to float over difficult areas of the game.

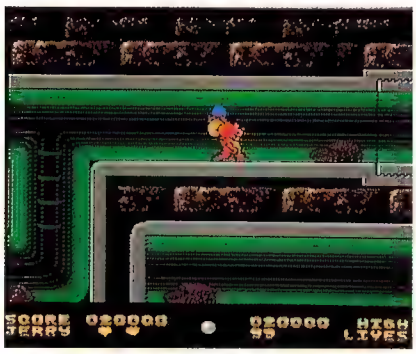
HOT TIP: You can destroy moving lobsters with two marble hits. Stationary lobsters and snails can't be destroyed, but they are put to sleep temporarily by a few hits.

Tom waits at the end of World One. Jump from the left side of the screen onto a floating platform, and then launch Jerry up in the air enough times to land five marbles on the cat's nose. Don't let Tom blow you off course; Jerry can't swim.

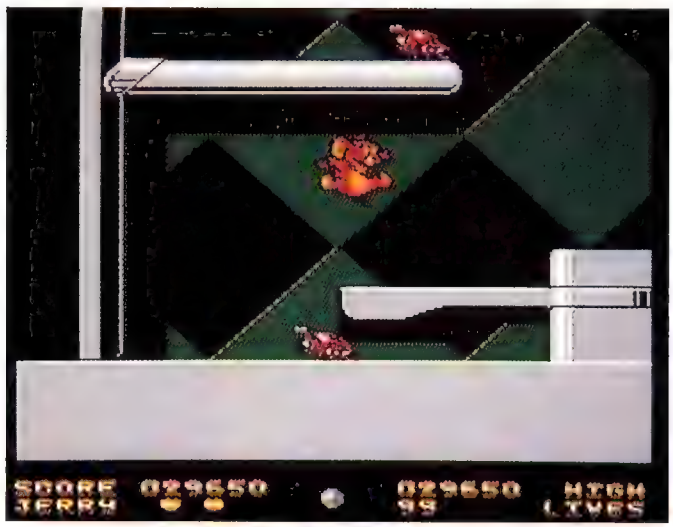


The goal for Stage One is inside the electrical fuse box at the upper-right corner of the maze. Most mazes take you to this same corner to exit.

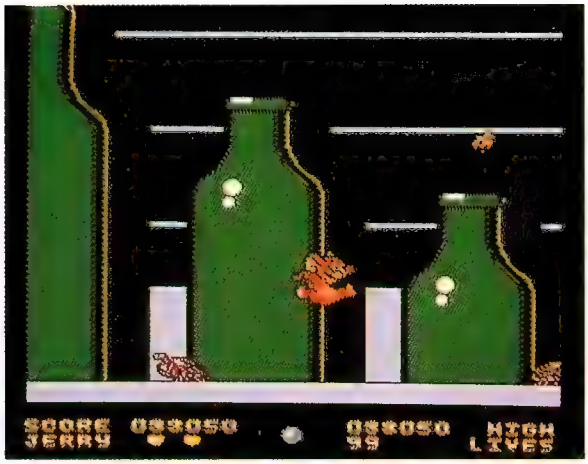
HOT TIP: Each special weapon is best used on a particular pest. When you select one for use, a Power Indicator replaces the High Score on screen, telling you how many uses remain.



In Stage Two watch for lobsters in the drain pipes. If a Water Blob comes down a pipe, look for a corner in which to hide to avoid being swept away.



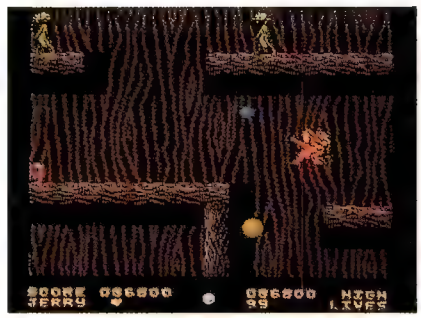
The kitchen at the start of World Two is a great place for jumping. Tap the A button for a short jump; press and hold it for a long jump. Use Jump with an arrow key to move in a particular direction.



The kitchen is owned and operated by an army of ants and roaches. It's a good place to pick up a meat cleaver.

Jump from pot to pan to move from the entrance at the middle left to the goal at the top right.

HOT TIP: Almost every creature grows back after you destroy it. Don't waste time trying to clear out a stage; just concentrate on getting through it.



Behind the walls of the kitchen in Stage Two, you find where the ants sleep, and they don't like to be disturbed. Save some bubble gum for a safety bubble to get past them.

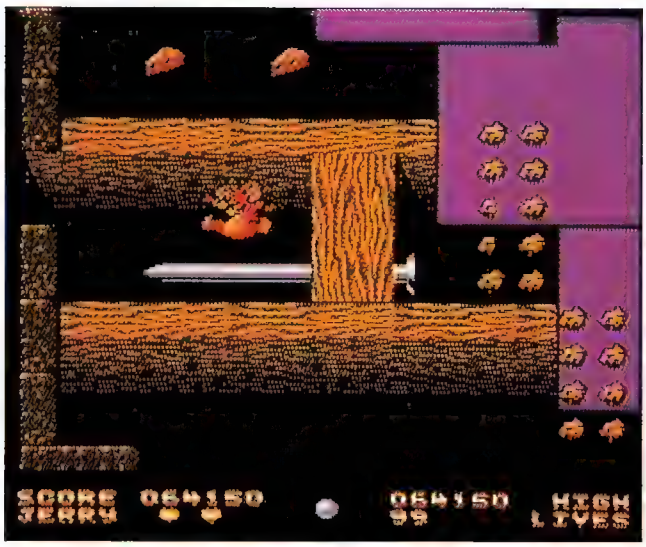
Collect all the cheese you can find in the game. Small pieces give you bonus points at the end of each stage; large pieces recharge Jerry's health during the game. Some cheese pieces are easier to get than others.

HOT TIP: Jump while climbing straight up to move more quickly. Be sure to keep pressing the Up arrow or Jerry falls down.

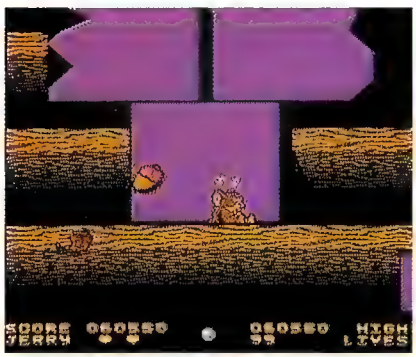
Step outside for a quick breath of air in this bonus room in World Two. Grab as many of the pieces of cheese on the lower level as you can before working your way to the upper and more difficult platform.

HOT TIP: Your reward for each 50,000 cheesy points is an extra life.

Unfortunately, you cannot leave sleeping cats alone. To get past Tom, you have to toss your marbles at the hive to make the bees so angry they sting Tom enough times to wake him and make him go away.



When you find a mouse hole, explore it. Press the Up arrow to enter. Some holes lead to hidden bonus stages filled with cheese. Other holes are exits to the next level in the house.



Up on the roof the wind is howling. Watch for blowing leaves; they can knock you off the roof. Throw a few marbles onto the heads of the hopping chipmunks to get them to stop throwing acorns at you.

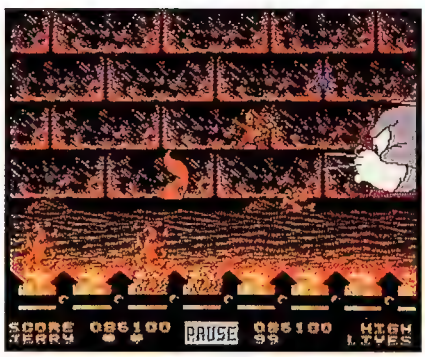
HOT TIP: Slow down! You may find yourself trying to go faster and faster, but this is not the best strategy. Moving slowly lets you see what is coming before you enter a new section.

HOT TIP: Use a caterpillar as a trampoline to bounce to upper areas of the game.

HOT TIP: Use the drill you find in World Four to cut holes in some walls.

The chimney can quickly become an unpleasant place to be if someone lights a fire. Bring the cup of water with you.

HOT TIP: Save the mothball for the final confrontation with Tom; it's a whole lot stronger than your average marble.

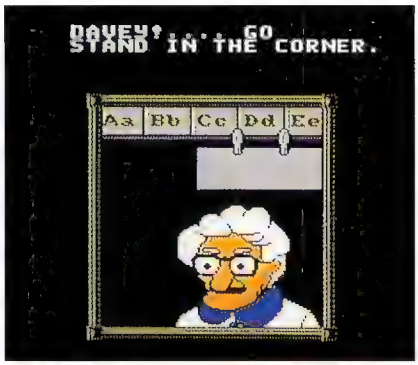


One of the most difficult challenges of the game comes in the final stage of World Three. It takes about 25 marble hits on Tom's head, and you must dodge the licking flames while you throw.

DAY DREAMIN' DAVEY

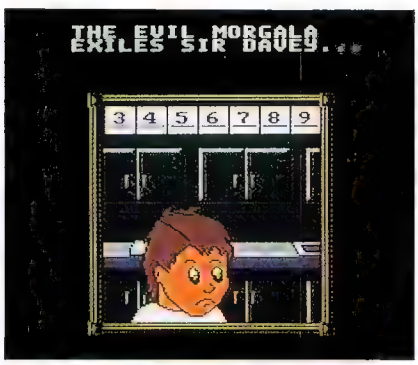
Davey has a great imagination. When his teacher says it is time to draw, his imagination takes him to a wild West gunfight. When she throws him out of class for bad behavior, he imagines himself among wizards and knights in the Middle Ages. For Davey fighting against the bullies at school is nothing compared to battling the Cyclops in ancient Greece.

***Day Dreamin' Davey* is a three-in-one adventure and role-playing game with way-cool graphics and a lot of action. Most players won't find the challenges too difficult, and there is plenty of scenery, many different bad guys, and special items to discover and use.**



Each time Davey's mind wanders, he finds himself transported to one of 11 different challenges in Old West, Medieval Times, and Ancient Greece.

HOT TIP: Cactus hurts Davey if he touches it, but if he shoots it, the cactus turns into gold.



When his teacher sends him to the corner, Sir Davey daydreams that he has been exiled by the evil Morgala. Davey dreams up a different set of weapons and special items in each adventure; some items are there for the grabbing, but you must buy others. Many bad guys can only be defeated by a particular weapon, and not all special items are good to have or use.

The Paladin Knights ask Davey to find the Sword in the Stone, also known as Excalibur. It is hidden in the lower right corner of the forest maze. To get there you first have to find and use the Ring of Gold, which is guarded by the Blue Knight, to pass through Merlin's Mirror. Fireballs are useful against some enemies in the forest.

HOT TIP: You need the Castle Key to enter the castle in Medieval Darklands. The Golden Ring allows Davey to use teleportation devices. Use the Grappling Hook to cross the bridge to the darklands in Level 4.

Sir Lumper is the evil boss of Medieval Times. You find him at the end of a corridor of trees. He talks tough, but if you have enough life force to withstand a few hits and are carrying a sword, you have no trouble getting rid of him.

Medieval Times is a large maze. The third time Davey returns, he must enter dangerous Winterland, which is home to wizards and gnomes who toss fire. Avoid battles if you can, and be on the lookout for Sir Lumper again. This time you might want to show him mercy.

In Medieval Times Davey starts out with a simple Small Lance. You want to upgrade as quickly as possible to long-distance lances and eventually the Gold Lance, while you continue your search for Excalibur, the ultimate weapon.

HOT TIP: Here are codes that allow you to examine some levels of the game: TXNVL, The Quest for Excalibur; LJCVM, The Quest of the Cyclops; THTHV, Gunfight in the Blacksmith's Shop; NRBVN, Quest for the Dark Knight; and TMMFJ, Quest of the Land of Hades.

HOT TIP: In Old West the Pistol fires a single shot. The Shotgun fires twice at short range. The Peacemaker is a long-range handgun that spits out six shots. The seven-shot Winchester has the longest range and the greatest power. Buy bullets at the gunsmith's shop or the general store.

"Draw," she says, and draw is what Davey the Kid does when he imagines himself out West. Things here are as wild as you would expect; there's a nasty outlaw hiding out in the blacksmith's shop. The first thing you should do is see the sheriff and become a deputy.

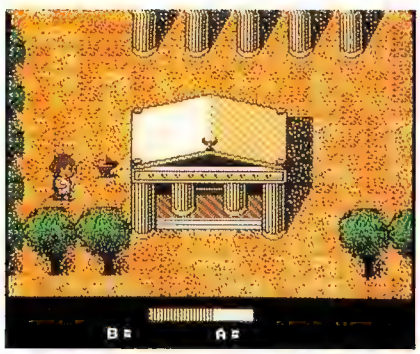
You need to prepare for the showdown. Collect golden nuggets, snakeskins, root beer, and other items, and take them to the trading post (at the bottom-right corner of town). Exchange the stuff you have collected for guns, ammunition, and food.

When you find the Gunslinger—or he finds you—go for your gun right away. The wimpy Pistol won't do much damage, so be ready with a Winchester. Aim the little cursor at the cylinders on the Gunslinger's gun and fire away.

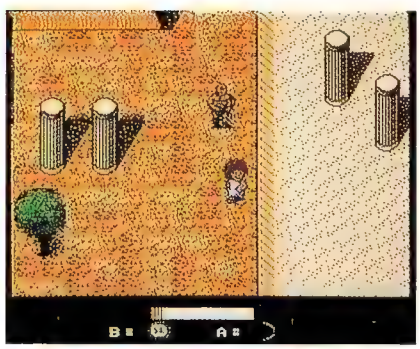
HOT TIP: The Shield of Athens protects you against the evil eyes of Medusa and her sisters, and deflects lightning bolts back at the Titans in the Cloud City of Ancient Greece. The Spear of Mars is a powerful thrusting weapon that you find in Hades; Davey needs the Super Bow to kill Cerberus and Medusa.

HOT TIP: When Davey puts on the Cap of Hades, he becomes invisible, which is a good thing to be when you face Cerberus in Ancient Greece. Winged Sandals give the gift of flight, needed to get to Medusa.

HOT TIP: You need to get the Black Key to go into the funeral home at the entrance to the OK Corral in Old West.



The quest in Ancient Greece begins with a search for the shield held by the Golden Man; you need it to cross the bridge. The man and his shield are on the far-right side of the map. Don't attack the Golden Man; go up to him and he is glad to give you his shield. Press the B button to raise the shield to block spears.



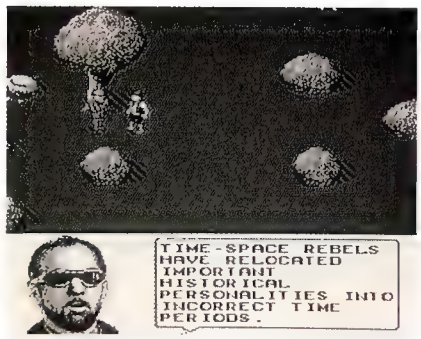
The Cyclops roams a passageway that is so narrow you can't get around him. Don't try to stand and fight. Wait for the best moment to attack and then pull back immediately. Keep trying until you have done in the Cyclops.

There are many special items available in the game, but it is up to you to figure out what is used where. The most powerful devices for each of the worlds are: the Whip (Old West); Excalibur (Medieval Times), and the Golden Bow and Arrow (Ancient Greece).

HOT TIP: More codes: LJPQZ, Save the Western Bank; NLVJN, Quest for the Holy Grail; HJTFD, Quest of the Titans; MBTLN, Gunfight at the OK Corral; and CLDSH, Cloud City.

BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE

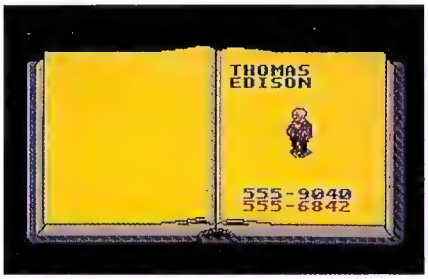
Bill & Ted's Excellent Adventure **is a movie about a pair of hip dudes on a strange quest backward through time. The far-out plot defies description.** ***Bill & Ted's Excellent Video Game Adventure*** **is even stranger and more difficult to explain than the movie. It's a role-playing game, an adventure, an arcade game, and a lot of silly fun.**



In the future Bill and Ted will become famous as the lead singers of a rock bank, Wild Stallyns. This will happen only if they are able to travel back into the past and rescue a lot of historically famous people who have been time-napped and set down in the wrong places in time.

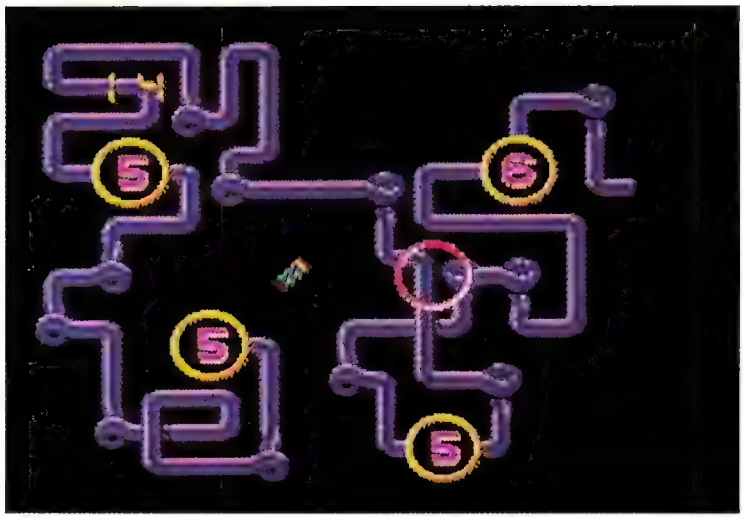
You can walk anywhere you want in the Open Areas. In the Path Areas, you must stay on the walkways. You can jump from path to path, but if you miss, you have to hop back onto a path to continue.

HOT TIP: Walk into any building with an open door and explore. If the door is closed, don't give up; come back another time and it may be open.



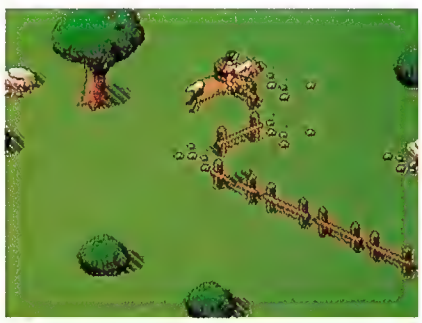
Consult the Historical Phone Book for the numbers of missing people, including King Arthur, Julius Caesar, Al Capone, Christopher Columbus, Cleopatra, Confucius, Thomas Edison, Elvis, Robin Hood, Jesse James, Marilyn Monroe, Rembrandt, Paul Revere, Sitting Bull, William Shakespeare, and George Washington.

HOT TIP: If a lost person has two phone numbers; dial the number listed in red.



Dial a phone number, and you are launched into the Circuits of Time. Each time you allow the phone company to complete a segment of your call, you must deposit two coins, unless you act quickly. When you see the telephone booth pause in one of the junctions, bring your red circle to the junction.

HOT TIP: Avoid the skull circles in the circuits; they randomly send the phone booth in the wrong direction.



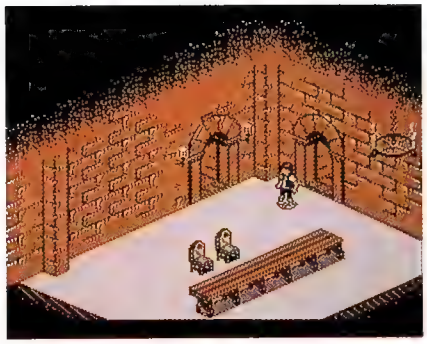
You can time travel anytime, except when you are in jail, by displaying the phone icon; press the Up arrow and the A button to go to the Historical Phone Book. You must have enough coins in your pocket to place the call.

At the beginning of your exploration, the locals seem harmless. The first time you bump into them, they may offer you a tip or special item. If you bump into them a second time, they make you give them some coins. If you are out of cash, they throw you in jail.

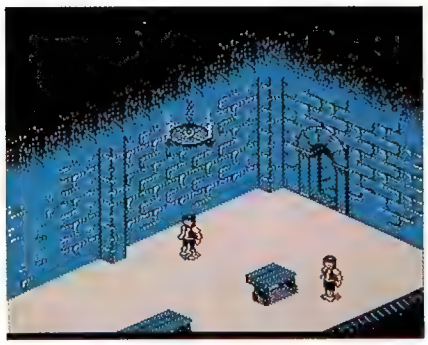
Riding on a horse is a much better way to travel than walking. Jump onto the nearest steed with the A button; once you are in the saddle, use the Left and Right arrows to guide your horse. The Up arrow makes him go, and Down makes him stop. If you bump into something, the horse throws you and trots away.

HOT TIP: One group of locals won't take "no" for an answer. They come at you no matter what you try to do. You have to use some of your Good Stuff against them.

HOT TIP: After you have located a missing person and have lured him or her with the correct bait, that person accompanies you back to the correct time. To get back you have to steer the phone booth through the Circuits of Time. If you mess up, the person escapes into another time zone, and you have to search for him or her again.



Watch for Crazed Jailer Dudes who love to throw innocent young time travelers into their prisons.



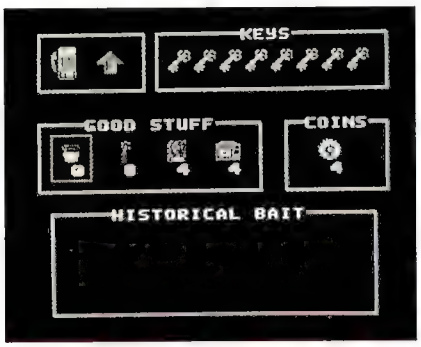
Ted, meet Ted. This is most confusing. Explore all doors for ways out; it's much easier if you bring along your own key.

Your horse has run away, but soon you come to a canoe in a river. Run and jump into it. Be careful not to miss. Use the arrow keys to move left or right, and to speed up or slow down.

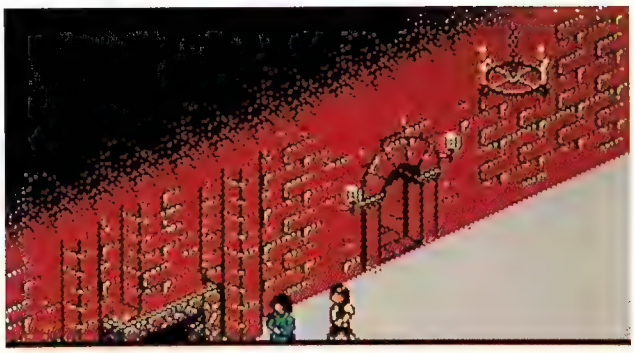
HOT TIP: In the Ancient World, find a stash of Highly Dangerous Textbooks near the chariot track.

HOT TIP: If you make it to the end of the river or if you get to the end of the pathway on your horse, you are rewarded with a bag of coins.

HOT TIP: The first time through the game you are Ted. If you complete your assignment and bring the missing folks back home, you get to play again as Bill in a new adventure.



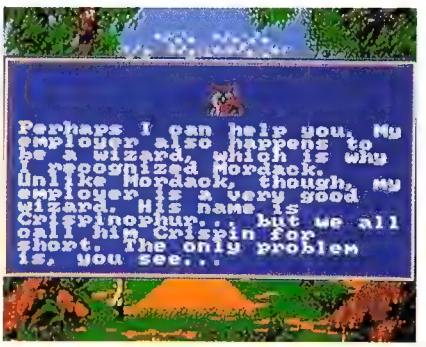
Use your inventory of Good Stuff carefully. Don't eat the pudding, for example; throw it at pursuers. The Highly Dangerous Textbook clears the screen of local enemies. When you turn on your boombox, the bad guys stop to dance.



The fastest way to get around is to move through warps in the fabric of time. Try to go out a different door from the one you came in; sometimes you come out somewhere other than where you entered.

KING'S QUEST V

Everything seemed peaceful in the kingdom of Daventry, and our hero, King Graham, has left his castle to take a pleasant walk. As he turns back home, a sharp cold wind blows in from the east and the birds quit their songs. He climbs a small hill and discovers that the Castle of Daventry has disappeared. The quest for the royal family has been the subject of five best-selling PC games. Now Nintendo adventure game fans can plug in for hours of fun.


Perhaps I can help you. My employer also happens to be a wizard, which is why I recognized Mordack. Unlike Mordack, though, my employer is a very good wizard. His name is Crispinophur... but we all call him Crispin for short. The only problem is, you see...

You win this game by interfering in every situation you come across. Do what the owl asks you to do. Later, when you find a dog digging up an anthill, use the stick you find at the base of the bee's tree. Throw the stick at the dog. He leaves the anthill alone, and you pick up a colony of grateful ants.

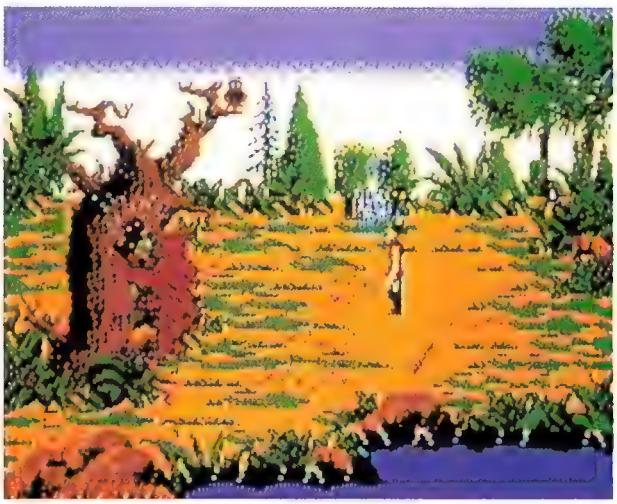
You begin your quest in the streets of Serenia. There you find a silver coin in the street, just outside the tailor's shop. Be sure to look in the barrel at the entrance to the nearby alley, and grab the fish that you find in the barrel.

HOT TIP: Use the silver coin to buy a pie at the Baker Brothers' shop. You defeat the Yeti by throwing the pie in his face.

Game play is controlled by the icon bar at the top of the screen. The icons include Walk, Quick Travel, Look, and Talk. The Action icon is used to open a door, pick up an item, or do another action. The Item icon changes to show the currently selected item from your inventory. For example, you take the key to a door to unlock it. Inventory is the contents of Graham's sack of collected items.

HOT TIP: Grab everything you can. When you break into the witch's house, take the pouch from the chest of drawers, the spinning wheel from the trunk, and the key from the lantern. The pouch contains emeralds, the spinning wheel is surprisingly useful, and the key can be used to unlock the door of the tree.

Make a rat your friend by throwing an old shoe at the cat that is pestering him outside the Baker Brothers' Bake Shop.



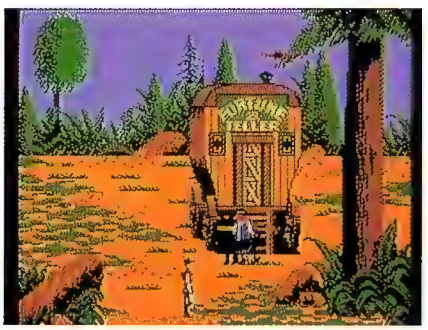
Stay away from the bees in the hollow tree. If you see a bear attacking the bees' tree, you might want to help. Throw the fish you got from the barrel in Serenia at the bear, and he leaves the bees alone.

HOT TIP: Hide from the bandits in front of the temple by staying behind the rocks on the east side of the entrance. Notice the staff that one of the bandits carries. If you can get that staff, perhaps you can figure out a way to open the door to the temple. Then you can grab the gold coin and brass bottle that are inside.

If you make it to Main Forest, you are likely to be knocked unconscious by one of the ruffians at the Swarthy Hog's Inn. They tie you up in the basement, where you can sit until the game ends. If you made friends with the rat outside the Baker Brothers' Bake Shop, he frees you by gnawing the rope that they tied you up with.

To find the temple, go west four screens from the bees' tree. In the desert you come to an oasis where you can get a cool drink. Then head north for two screens to the cliff; now go west three screens along the cliff to an opening in the cliff and a small pool. Have another sip of water; then head north one screen to the temple.

HOT TIP: Make a map as you go through this world, noting the location of goodies and bad guys. They are in the same place in every game.



Madam Mushka's gypsy caravan leaves behind a tambourine when she pulls up stakes. Did you know that poisonous snakes are afraid of tambourines?

A graceful weeping willow tree grows beside a small pond created from... her tears? In her branch-like arms she clutches a beautiful harp as a child would a cherished toy.

Prince Herbert's fiancée's heart is locked within a tree just east of the witch's house. Use the key from the witch's lantern to unlock the tree; then return to the talking tree. When you set free Princess Alicia, she drops the harp she has been playing. Take it with you.

HOT TIP: Play Princess Alicia's harp for Queen Icebella, and she calls off her wolves.

Save the spinning wheel you grabbed at the witch's house to give to the grandpa gnome in the main forest. He rewards you with something more valuable to your quest: a marionette.

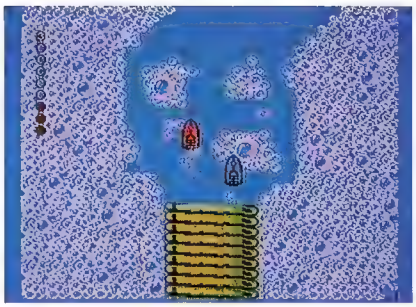
HOT TIP: Save your game progress regularly using the Memory icon. As many as 20 files can be held at one time, although all is lost when the machine is turned off. Use the password to reenter a game at a later time.

HOT TIP: At Mordack's Castle you must solve several problems. In the final challenge, Mordack turns himself into a ring of fire. Choose Crispin's wand from your inventory and point it at Mordack. Select the rain cloud spell and wash Mordack out of your hair to win the game.

Here is the way out of the witch's forest: Go one screen west from her house. Select the honeycomb you are carrying, and squeeze honey onto the trail. Then drop three emeralds from the pouch you took from the witch's house onto the trail, one at a time. An elf appears and leads you out of the witch's forest.

MICRO MACHINES

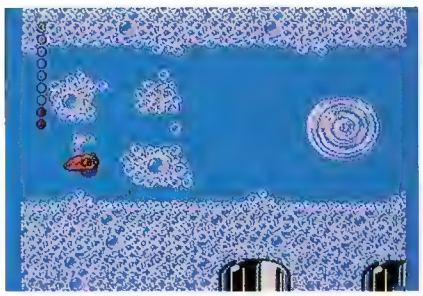
***Micro Machines* is a big, big game in which you drive little tiny machines. You race nine different Micro Machines: sports cars, four-wheel-drive trucks, dune buggies, tanks, helicopters, racing boats, and more. There are 32 different tracks in nine different environments. You choose from one of 11 different drivers; each has his or her own skill level and a unique personality. This game gives you tens of thousands of possible combinations of track, driver, and environment, and it is a lot of fun to play. You can compete by yourself against three computer-controlled opponents, but in a two-player game, you race head-to-head against your friend.**



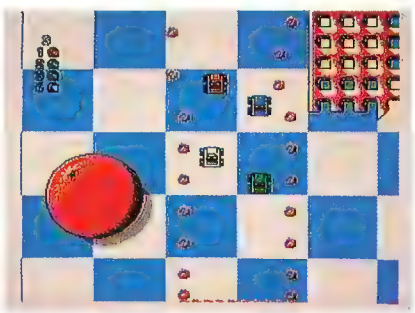
One boat can get through, but the only way two racers can come through at the same time is if they are perfectly spaced.

Micro dune buggies, bouncing through a sandbox in the backyard, are the featured machines in this race. Roll over the sand castles and dunes in your four-wheel-drive Turbo Wheels, but stay away from the shovel.

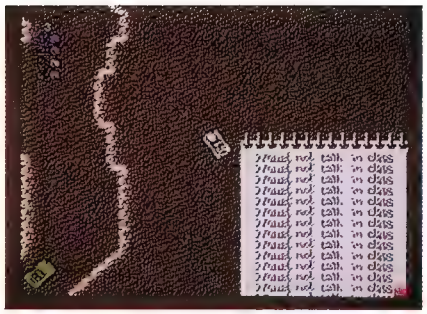
Helicopters are one of the most difficult Micro Machine vehicles to control. You must work hard to stay on or near the track. Watch out for the fan; it can blow your chopper out of the race.



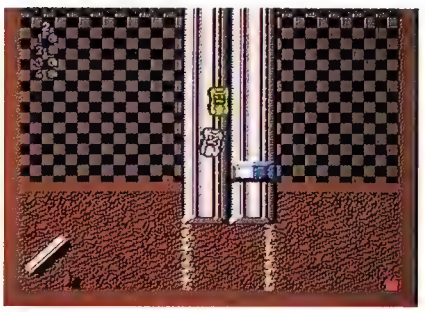
The toy boat race takes place in a bathtub. You must avoid the whirlpool over the drain, and dodge rubber ducks, shampoo bottles, and other obstacles. In the one-player challenge, the order of the vehicles in a race is shown at the top left.



The race course on the kitchen breakfast table is set with cereal. You may need four-wheel drive to get through waffles, sticky maple syrup, spilled milk, and other food obstacles.

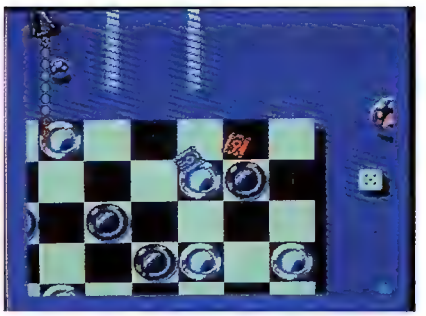


Watch out for the pencils, rulers, and gaps between the school desks in this sports-car race. After you place first in three races, you enter a special bonus round, the Ruff Trux Time Trial. The goal here is to finish one lap of the difficult track before time runs out. You won't lose a life if you fail to finish, but if you make it to the end, you get an extra life.



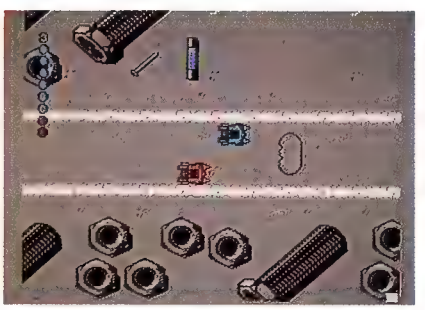
After you cross over several ruler bridges in the sports-car race, you come to impassable barriers in the road; try to maneuver your opponent into the wrong lane.

HOT TIP: Take on the best drivers at the start, then face the weakest drivers when you are competing on the most difficult tracks.

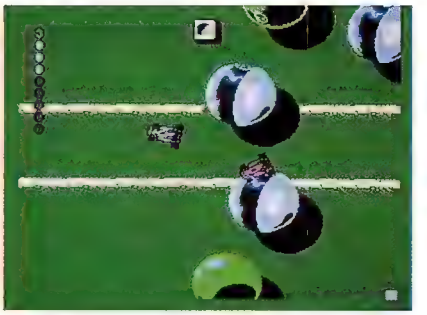


It's still a race when you drive one of the tanks on the checkerboard, but now you also must control a cannon. Press the A and B buttons at the same time to lob a shell. Don't spend too much time shooting, or your opponent can rumble past you to the finish line.

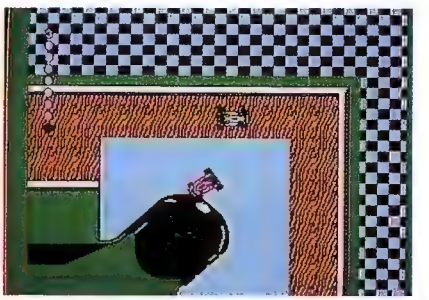
HOT TIP: If neither player has eight lights lit at the end of three laps, the player with the most lights wins. If each player has four lights lit at the end of three laps, the game enters a sudden-death round; the next player to win a bonus light wins the current race.



It's a high-speed Highway Warriors challenge on the garage floor. Watch your speed; if you crash into another car going too fast, your vehicle explodes in flames.



Climb onto a pool table for Formula 1 racing. The vehicles stick to the track very well, which may help you avoid the billiard balls and cue stick. Drive into a pool pocket for a quick warp to the other side of the course.

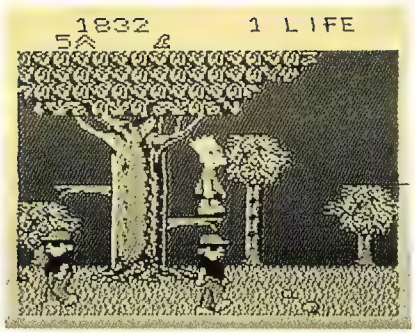


In the two-player game, there are eight colored lights at the top-left corner of the screen. At the start four of the lights are the same color as each of the two cars in the race. If one players gets one full screen length ahead of the other, he or she gets a bonus, and a fifth light changes to the leader's color. When one player has all eight lights in their color, he or she wins the race.

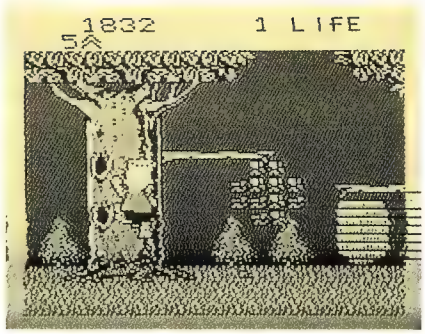
HOT TIP: The Left and Right arrows turn your vehicle left and right whether your vehicle is pointing up or down.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

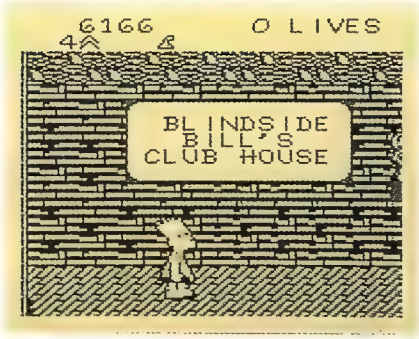
Summer camp is supposed to be fun, but Bart Simpson is not having much fun at Camp Deadly. The woods are alive with the sounds of killer bees, mutant spiders, and Krimmel Krogan, the summer-camp ax murderer. Up in the trees, bullies patrol the tree houses, and down below there are nuclear waste dumps. In control of all this madness is the psycho camp director, Iron Fist Burns. As Bart, all you have to do is survive the camp, the mess tent, and a trek over Mt. Milehigh. Out in the woods there's a huge power plant; turn off the juice and put Camp Deadly to sleep.



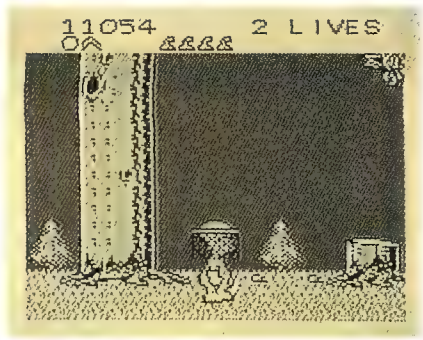
In Stage 1 Bart plays capture the flag. Watch for the camp security patrol. Bart can climb the upper branches of trees to avoid them or to jump over them. But some tree branches and ledges are not strong enough to support Bart's weight.



These buzzing bees make a beeline for Bart. To get away from them, climb the tree and wait for the bees to come toward Bart so that he can jump over them.



After you've jumped over the first pond, leaping from an upper branch, climb up the next tree to enter Blindside Bill's Club House. Tree-house bullies are difficult foes, but each has a weakness that is indicated by his name. Blindside Bill has a blind side; get behind him and throw your boomerang at his back.



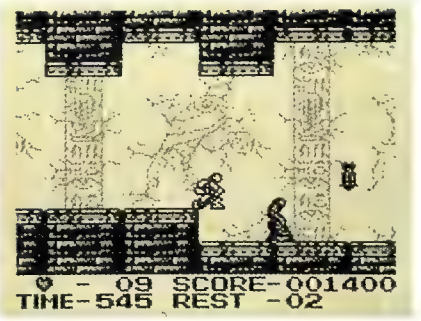
Lisa gives Bart a beekeeper's hat after he defeats Bill. Bart can wear it for a short period of protection. Watch the indicators at the top of the screen; Bart loses one life each time he runs out of hit points (bags of candy). Pick up extra candy by defeating certain enemies; look for flashing foes.

HOT TIP: Throw the boomerang in one direction and then jump up in the air to avoid it when it comes back.

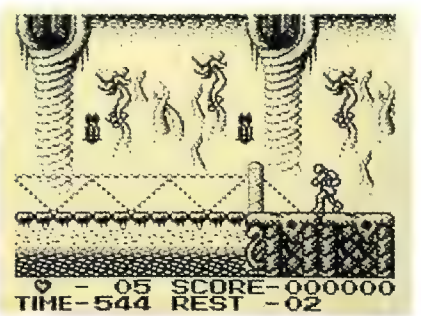
CASTLEVANIA II: BELMONT'S REVENGE

The Castlevania story continues with this installment of the adventures of vampire hunter Christopher Belmont and his sworn foe, Count Dracula. All had seemed well at the end of the first Game Boy challenge; Dracula had been destroyed and his castle smashed. But an evil cloud escaped from the ruins of the castle, carrying with it the spirit of the count. Fifteen years later, Christopher's son disappears and an awful truth soon becomes clear: He has been transformed into a hideous demon by Count Dracula, who has returned for one more battle.

You may fight your way through the first four challenges in any order. Dracula's Castle awaits you for the final fight.

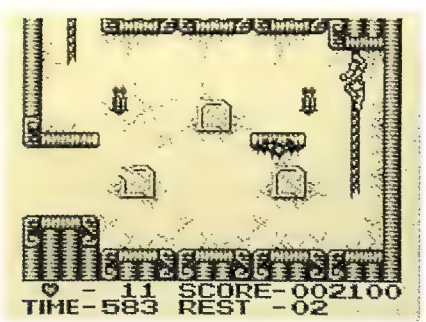


Attack the rats, bats, and other creatures from as far away as possible, using your chain or Fire Whip. There are some areas of this stage where you can be attacked by creatures that are only dangerous in the dark. Don't whip out all the candles. Leave one lit, or the screen gets dark and dangerous.

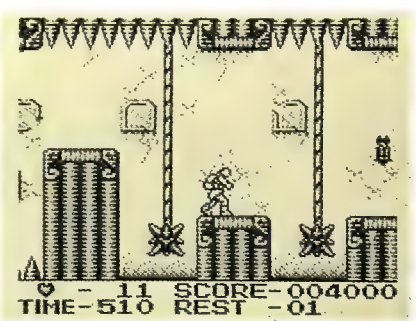


Plant Castle is made of roots and vines. A gruesome group of skeletons, spiders, beetles, and rolling Big Eyes live here. Whip at the spiders when they drop down on their threads, not when they are up at the ceiling or when they are down at your feet.

HOT TIP: Some of the stonework is kind of flimsy; in fact, you can pass right through it. Experiment at the tops of ropes and along walls to see if you can pass through these areas into hidden rooms. It's usually worth the effort, since you are often rewarded with extra items.



You must master the arts of climbing, jumping, and sliding down the ropes in the deadly Cloud Castle. To save time whip the candle to your left before you jump onto the moving platform; then ride the platform to the right side to resume your rope climbing.



These spiked balls zoom to the ceiling if you touch their ropes. Go up the rope quickly, then jump to the next rope before the ball gets to you. You also have to jump from one rope to another to avoid the spikes at the bottom of the screen. Watch for pulleys.

CHOPLIFTER II

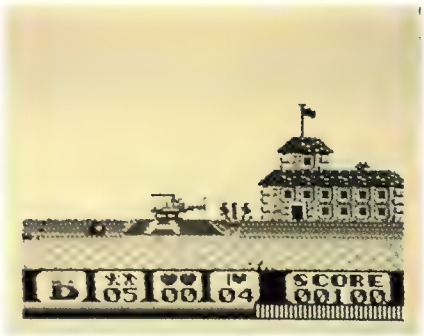
Terrorists have grabbed hundreds of innocent citizens and hidden them in buildings, inside caves, at sea, in the jungle, and in the city. You are the pilot of a military helicopter that is equipped with a machine gun, bombs, and missiles. In this amazingly realistic game, you hover your chopper above the hostages' hiding places, swooping and diving to avoid enemy assaults, then ease the craft in for a safe landing. You can expect a lot of exciting action and fast finger work when you play *Choplifter II*.

Bring your chopper in for a careful landing in hostile territory, avoiding or destroying enemy tanks and gun emplacements, and natural barriers, such as trees and hills. Dark clouds carry storm winds that can damage your chopper—duck under some, fly over others, or wait until they pass, instead of plowing through them.

HOT TIP: When you spot sea gulls, shoot them. They might as well be working for the enemy. If a bird hits your chopper, you could both go down in flames.

HOT TIP: As you move through the 15 stages of the game, the minimum number of hostages you must rescue increases, going from a low of 11 to a high of 20. At the same time, the number of hostages who can be killed in a mission drops. At the start of the game, your mission fails if six are killed. By the final challenge, you cannot lose more than one hostage.

Find a safe place to set down and stay there long enough for the hostages to climb aboard. You have to turn the helicopter sideways to land in narrow places.



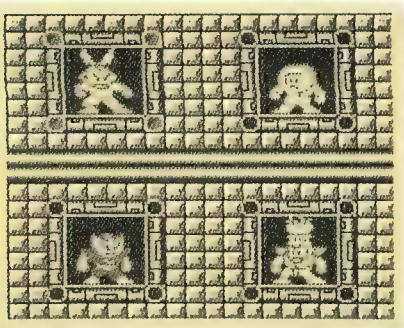
After you rescue hostages, you must return to headquarters. The boxes at the bottom of the screen let you know how well you are doing with your mission. The second box from the left shows the number of hostages waiting to be rescued; the third box tells you how many hostages are currently in the chopper. (The maximum capacity is 10.) The fourth box shows how many hostages have been safely rescued and brought back to headquarters.

Take out the antiaircraft gun on top of this building before you fly over it, or you have to face it again when you return.

HOT TIP: Enter the following password to skip over the first level: SKYHPPR. When you start the second level, immediately head left to grab a bomb, but save it for use on the right side of headquarters.

MEGA MAN IN DR. WILY'S REVENGE

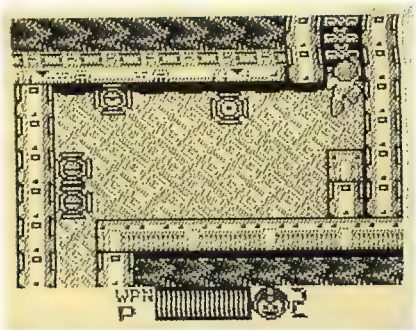
Mega Man is an amazing little guy—a hero who is able to take for himself the superpowers of the enemies he defeats. There are six levels of the game: Four take place outside the walls of the evil Dr. Wily's castle and two within. At the end of each maze, you meet a Robot Master, and in the fight that follows, whoever runs out of energy first loses. When you beat a master, you add his Master Weapon to your arsenal. The game's challenge is the order in which you take on the masters.



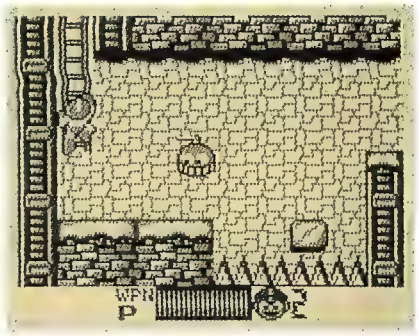
Here's a winner's strategy: Start with Elec Man, who is in the square at lower left, and pick up his Elec Beam. Go on to Ice Man, at top right, to snare the Ice Slasher. Move to the lower-right corner for Fire Man and his Fire Storm; and finish with Cut Man, in the upper-left square, to get his Rolling Cutter.

HOT TIP: Be sure that you have a charged-up Ice Slasher before you try to cool off Fire Man; an icy blast should quickly freeze him in his tracks.

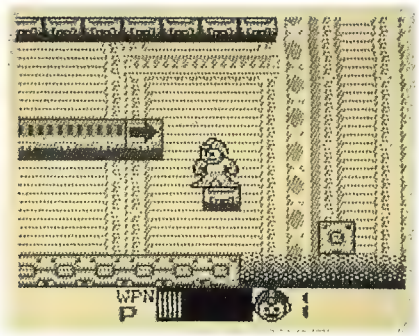
HOT TIP: When Mega Man has been hurt, he becomes invincible for a short time. You know he is invincible when he is flashing. Sometimes it may make sense to give up some power and move past difficult areas while you are untouchable.



Early in Fire Man's world you find these roving robotic defenders. Drop down to the lowest level and blast the robots along the floor first; this allows you to jump up and destroy the upper devices with more time to get your timing right.



In the Ice Man's world, you face a deadly floor of sharp icicles and dangerous helicopters that come closer with each pass. Shoot them as soon as you see them; don't wait.



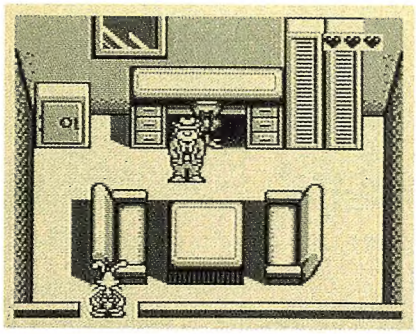
The conveyors of Cut Man's world, which always seem to run the wrong direction, make it hard to avoid the Buzzsaw Blades and Cut Blades that fly through this world. Use Elec Beams to destroy blades and Turrets, and take out mechanoids with your Ice Slasher.

HOT TIP: You meet four more foes in Dr. Wily's Lab at the end of the game. Fight them in this order: Bubble Man (use the Elec Beam); Quick Man (use the Bubble Lead); Fire Man (chill him with the Ice Slasher); and Flash Man (blast him with Atomic Fire you got from Fire Man in this round).

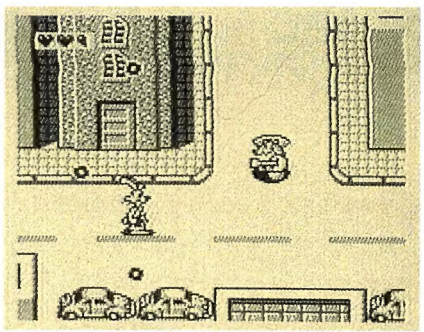
WHO FRAMED ROGER RABBIT

Marvin Acme has been murdered, and unless Mr. Valiant can help Roger find the pieces of his will, Judge Doom will succeed in his evil plan to take over Toon Town. The Game Boy version of *Who Framed Roger Rabbit* is completely different from the Nintendo best-seller, although it is based on the same story and includes many of the same characters. There is the rascally rabbit, the evil judge, wild and crazy Eddie Valiant, and the divine Jessica Rabbit. The game's designers have packed a whole town and a lot of fun into a little game pak that combines arcade action with a talk-to-the-strangers adventure.

HOT TIP: Some buildings you visit are locked. Come back later; the people who live there may have come home while you were away.

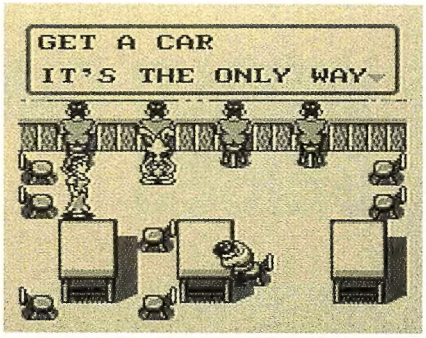


Before you start talking to Eddie in his office, come around the desk and head for the top-left corner, near the large closet against the wall. When the Weasels burst into the room, as they always do, the closet is the only safe place to hide.



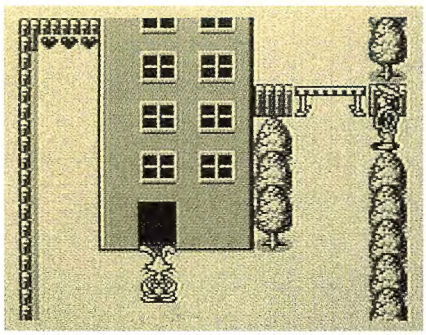
Watch for the Weasels, and hide from them in crates, doorways, and the corners of buildings. You also can press the A button to duck down and avoid some pursuers. Whistle for Benny the Cab to drive you away.

HOT TIP: After you leave Eddie's office, explore the first floor. With luck and timing you should uncover a carrot buffet. Other carrots are in the fields of Toon Town.



Talk to the unfriendly folks at the Old Time Bar. If you can get them to lift their heads off the tables, they may give you information. Also stop by the Ink & Paint Club; Delores and Lucy will probably give you some clues.

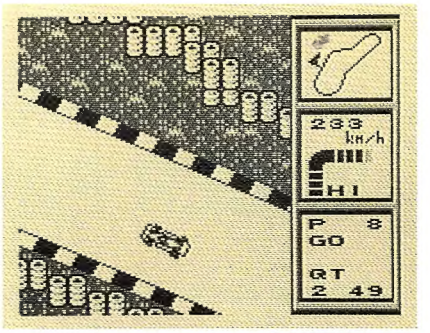
HOT TIP: Here are some Toon Town landmarks: The streetcar line runs east and west across the bottom. Judge Doom's mansion is in the upper-right corner. Eddie Valiant's office is just below the center of town. The R.K. Maroon Studios are just left of the center.



Don't miss Toon Tower, the tallest building in Toon Town. There are important items hidden on many of its six floors and the roof, including bullets for your Toon Gun. Watch for the Weasels standing guard over the packing crates on the fifth and sixth floors.

WORLD CIRCUIT SERIES

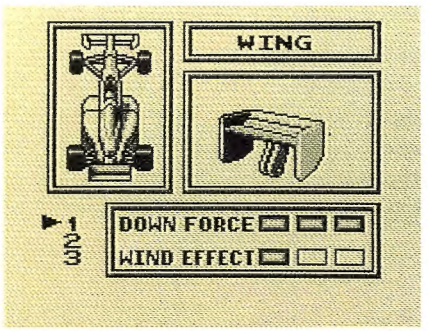
World Circuit Series **is as close to a high-speed, professional race course as you may ever come. The controls and graphics of this game are amazingly realistic for such a tiny screen. Complex tracks, realistic steering, appropriate pit stops, and design-shop action enliven this exciting game. As many as four players can race when you use a four-player adapter; two players can compete head-to-head with a Video Link Cable.**



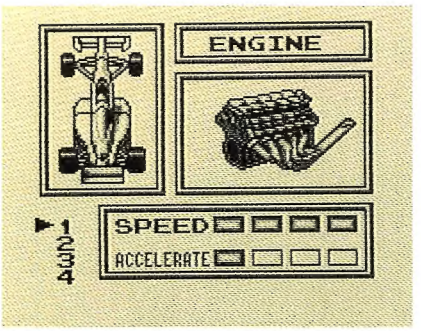
The championship is awarded to the driver with the most points at the end of the circuit.

HOT TIP: Soft tires grip the road giving improved response in turns, but they won't last long. Hard tires roll longer, but they give you a slower response.

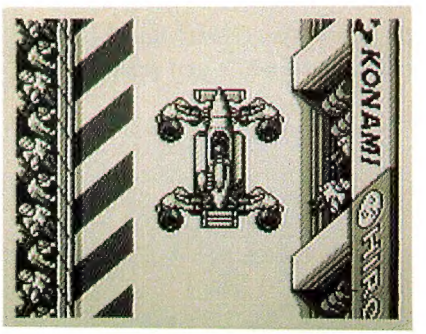
HOT TIP: Your best lap time determines your position in the starting grid, so treat qualifying rounds as more than practice. To improve your performance, install super soft Q tires for qualifying rounds.



Before the start of a race or series, you may customize your car. Each custom element includes a particular number of points; you can move points from one area to another. The Wing design affects your vehicle's handling on the track. If you boost the Down Force, you gain stability on turns, but you lose some speed because of increased wind resistance. Increase the Wind Effect to streamline the vehicle for increased speed, and you must give up some control in turns.



Choosing an engine requires a tradeoff between quick acceleration and relatively low top speed (good for winding courses with few straightaways) and a motor that delivers high top speed and slow acceleration (best for simple ovals). You also can choose your car's transmission. A manual gearbox, with low and high speeds, gives you more control but requires more attention.



Steer into the pit if your vehicle is not responding properly or if the computer flashes a warning about one of the components of your race car. Tire wear is shown as a percentage, with the lowest number representing tires in worst condition. Other items are rated as "OK" or "NG" (No Good). The more repairs to be made the more time you lose.

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